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ARCADE COMBAT
EDITION.

ACTIVISION.

REBUILT FROM THE GROUND UP.

MechWarrior 2 has been fully customized for console systems. Equipped with 48 arcade-style missions— sixteen exclusive console scenarios. Simplified controls for genuine shooter-style gameplay. Plus, awesome power-ups, super-charged AI and more 'Mechs® per mission to trample on anyone that suggests this is just a PC port.

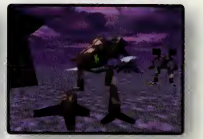




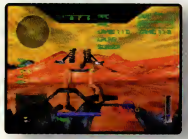
Advanced tactical artificial intelligence features more 'Mechs per mission.



48 arcade-style missions with intensified mission objectives for more enemy kills.



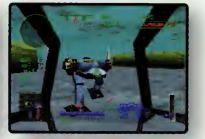
16 never-before-seen missions designed exclusively for the console systems!



Simplified 'Mech piloting controls allow ultra-fast, shooter-style gameplay!



Stunning texture-mapped 3-D objects and ultra-realistic environments!



Awesome power-ups like Stealth, Invincibility and Jump Jet!



Available on the PlayStation™ Game Console and Sega Saturn™.

ACTIVISION PRESENTS

MECHWARRIOR®2

31ST CENTURY COMBAT

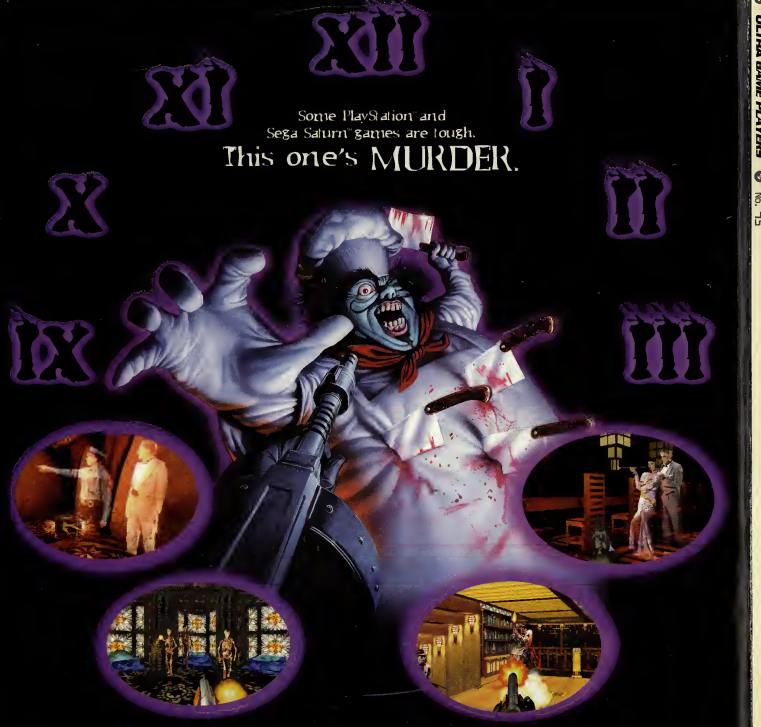
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ULTRA GAME PLAYERS ◎ No. 95 ◎ 1997 ヒテオ ゲームズ ◎ MARCH '97 ◎

SEGA ◎ NINTENDO ◎ SONY ◎ PC ◎ ARCADE

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◎ ISSUE #95

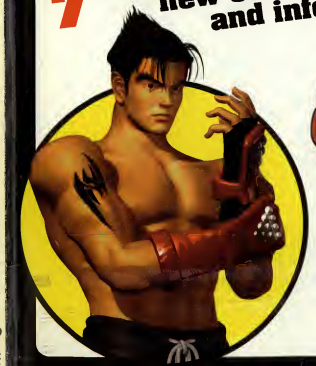
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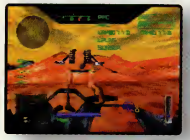
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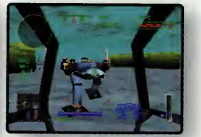




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ULTRA GAME PLAYERS

No. 95

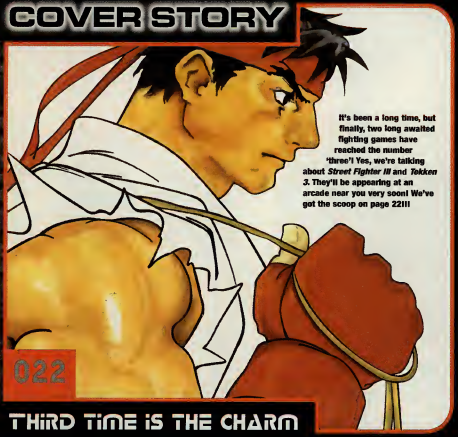
MARCH '97

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COVER STORY



It's been a long time, but finally, two long awaited fighting games have reached the number 'three'! Yes, we're talking about *Street Fighter III* and *Tekken 3*. They'll be appearing at an arcade near you very soon! We've got the scoop on page 22!!!

022

THIRD TIME IS THE CHARM

TOPICS

PREVIEWS

REVIEWS

SPORTSLINE

ALL ACCESS

NETWORK

WIN

Win a Puzzle Fighter machine!

082

In our new *ULTRA GP* GameShop section, you'll find loads of super-cool prizes, including your very own *Puzzle Fighter* arcade machine! You can also try your hand at snagging one of our other way cool prizes!











034

TOBAL 2



075

INDEPENDENCE DAY



030

SUPER CAR

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where all gamers are invited to cheat AND prosper PAGE 086

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where a paper cut can be mental as well as physical PAGE 106

PITFALL 3D

Harry is back and this time, he's 3D and so are all his jungle friends!



TIME CRISIS

The hit arcade shooter makes its way home with a new gun!





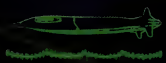
MARIO KART 64



DIABLO



HEXEN



HYDROFOIL MODE:
Approx. height above ocean surface: 5'6"



SURFACE WEAPONS:

2.75' Shrike homing missiles
2.75' Blowpipe heavy rockets
2.75' F-90 cluster munitions
25mm GAU-90 4 barrels rotary cannon
1" Stiletto salvo rockets

A killer submarine.
A deadly hydrofoil.

SUB-SURFACE WEAPONS:

2cm multiheterodyne pulse laser
3" EHT Disruptor sonic torpedo
6" Piranha heavy swarm torpedo
6" Mark-60 Thresher torpedo
6" Mark-65 Moray torpedo
6" Mark-68 Barracuda homing torpedo



SUB-SURFACE MODE:
Hull pressure resistant to 1100 meters





SPACE
PlayStation
Designed for Microsoft Windows 95



2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...

COME HELL AND HIGH WATER



TIGERSHARK™

THE PERFORMANCE OF THIS PRODUCT HAS BEEN OPTIMIZED FOR USE WITH INTEL'S MMX™ TECHNOLOGY

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GT Interactive Software

ISSUE 95 LOADING...



EDITOR CHRIS SLATE

One, two... *THREE!* See Capcom, that wasn't so hard! Just look at Namco — it's only taken those guys a couple of years to reach the third installment of *Tekken*, which didn't even get started until way after the release of *Street Fighter III*! Man, you guys are sillooow...

Anyways, with both of these fighting game juggernaughts hitting early this year, the arcade is once again *the* place to be. So save up those quarters, and stock up on that pepper spray (y'know, for those jerks who don't use proper arcade etiquette). You better believe that yours truly is gonna be living there for the next few months.

On a side note, I'm sad to say that our good friend, Patrick Baggatta, who has served primarily as our Features Editor, is dead. Dead to us, at least. You see, "Pat" (as he hates to be called) has defected over to our sister magazine, *NEXT Generation*. So, the good, kind Patrick that we knew is now dead to us, leaving the cruel, back-stabbing 'Bizarro Pat' in his place to mock us... it's kind of like how Luke Skywalker's dad was seduced by the Dark Side, and became Darth Vader. That's what Patrick is now, kind of a 'Pat Vader'. Yeah, that's him. He's more machine now than man.

Oh well, I could go on and on about how evil Patrick is, but since he's still going to writé for us from time to time, I guess I should end this by talking about what a great guy he really is... or I could just end it here. >>> C.S.

THE TEAM



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Editor Chris Slate will miss Patrick Baggatta after he goes to Next Gen because, 'No one else will hold my hand and sing Shonen Knife songs with me.'



patrick baggatta

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Features Editor Patrick Baggatta is looking forward to being Next Generation's new Feature Editor because, 'It's time to move on. Besides, Bill eats too much garlic'.



roger burchill

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Reviews Editor Roger Burchill isn't sorry Patrick is going, but only because he keeps kicking Rog's butt in *WorldWide Soccer '97*. 'I wanna win just once!', Roger moans.



mike salmon

mike salmon@qm.imagine-inc.com

Preview Editor Mike Salmon is gonna miss Patrick, but not too much. 'Hell', says Mike, 'Patrick was the only competition in soccer! Looks like I'm the Champ For Life, now!'



bill donohue

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Managing Editor Bill Donohue will miss Patrick the most, because 'Patrick was the only guy who made all his deadlines!' Bill vows that the new guy will toe the line!!!

MARCH 1997

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ultra game players utilizes a presario 8/12 for its PC coverage, courtesy of compaq computers corp.

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THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you pictures of the games, and tell you about the games, but it's impossible for us to actually put the controller in your hands and let you play the game for yourself, or even see the game in motion. Enter the ***ULTRA Game Players*** Disc.

On the disc, which works on both Macs and PCs, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and MAC titles. We've also thrown in some online software to bring you up to speed. Read the print magazine, then view the disc to get the full ***ULTRA Game Players*** impact.



VIDEOGAME MOVIES

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

- 3D Baseball
- Atari Collection
- Carnage Heart
- Codename: Tenka
- Fighters Megamix
- Hexen
- NFL '97
- NHL FaceOff '97
- Thunder Truck Rally
- PowerSlave
- Robotron X
- Spider
- SPQR
- Super Puzzle Fighter 2X
- Tempest X
- TigerShark
- The Adventures of Lomax
- Turok: Dinosaur Hunter
- Virtual On
- Mario Kart 64
- Final Fantasy VII







PLAYABLE DEMOS

PC

BattleSport: Peer into the future of televised sports and prepare yourself for the most ruthless 3D arena combat since the Roman gladiators.

Caesar II: *Caesar II* takes an award-winning game and gives it brand new life with gorgeous graphics that are a feast for the eyes. Build Rome in a day!

Daytona USA PC: This high speed stock car racing experience allows you to choose viewpoints on the fly to get a true racing perspective.

The Neverhood: Embark on a claymation adventure that breaks the mold! This title is from Steven Spielberg's Dreamland developement team.

Privateer 2: It's adventure the way you want it! Fight, trade and explore to get your hands on 18 different ships and a load of ill-gotten booty.



Daytona USA PC— Have you got what it takes to win?

Mac

Bonkheads: Deep below the surface of the earth, deeper even then the belly of hell, the citizens of Trollsville are in a state of emergency!

Bumbler: Protect your beehive from attacking bees, hornets, spiders, armored beetles, and other realistically crawling and flying insects.

Caesar II: Caesar II takes an award-winning game and gives it brand new life with gorgeous graphics that are a feast for the eyes!

Flight Commander 2: Take tactical command of jet-powered aerial warfare using your brains, not your joystick. Fly the unfriendly skies!



Flight Commander 2— Take control of the unfriendly skies!

A FRONT LINE REPORT FROM THE SYSTEM WARS

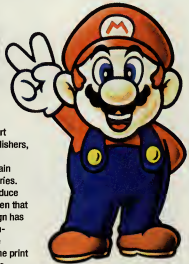
TOPICS

With the hardware wars showing no sign of slowing down, there are places where each of the competitors are strong and weak in terms of their place in the US market. Seeing as it is near the beginning of the year, now is the proper time to take a step back, look at each of the competitors and see where they were, where they are and where they're going. So get your helmet on, dig a real deep foxhole and let's head to the front to get up close and personal with the system wars!



Nintendo had an extremely successful Christmas season, but will the momentum continue?

NINTENDO

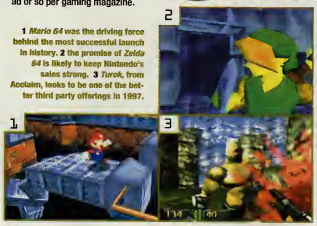


Moving what it claims were 1.6 million units in the US by the end of 1996, Nintendo's holiday selling spree was a massive success. That sales figure gives the Nintendo 64 more than half of the installed base that the PlayStation has taken nearly two years to achieve. Retailers reported massive shortages of systems, software and controllers during the Christmas selling season, despite Nintendo freeing additional supplies from the Japanese market.

Toys R Us recently reported that its holiday earnings were exceedingly disappointing, due largely to the shortage of titles for the Nintendo 64. Clearly, 'little Johnny' must have been disappointed when he went to buy a new game for his system, only to find a very small selection of titles.

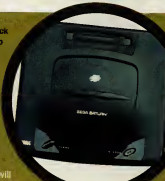
1997 will be a year of consolidation for Nintendo. It has already had the most successful hardware launch in the industry's 25 year history. The initial lack of third party support has largely been remedied, as developers clamor to get on board Mario's juggernaut. While late 1997 looks better in terms of the number of offerings that can be expected, it is frightening to look at the general lack of quality of the third party offerings. Over the course of this year, Nintendo will continue to court potential developers and publishers, as it aims to take away the PlayStation's and Saturn's main advantage: big software libraries.

Nintendo is likely to reduce the amount of advertising given that its launch marketing campaign has wound down. As a result, consumers can expect to see the occasional ad on MTV, and one print ad or so per gaming magazine.



1 ***Mario 64*** **was the driving force behind the most successful launch in history. 2 the promise of** ***Zelda 64*** **is likely to keep Nintendo's sales strong. 3** ***Turok,*** **from Acclaim, looks to be one of the better third party offerings in 1997.**

SEGA



The Saturn triple pack helped Sega make up some lost ground.

The most aggressive move of any of the major system competitors was Sega's triple pack-in offering (which included *Virtua Fighter 2*, *Daytona* and *Virtua Cop*, sans Stunner gun) which revitalized the lagging sales of the Saturn during the Christmas season. Sega claims to have seen more than a 500% increase in the rate of sales due to the promotion over the course of the holiday season and, as a result, has opted to continue the offer beyond the original expiration date of January 1 until at least March 31.

While Sega continues to lag behind in the US market in terms of installed base, it does still enjoy a marginal lead in userbase in the Japanese market (at least for the time being). This advantage has helped to leverage the US operation's marketing and product offerings over the course of the last year, and will doubtless continue to buoy Sega of America for the forseeable future. Sega of America has been unfortunate enough to have accumulated a loss of nearly $215 million over the course

SONY

Currently the US market leader in installed base, Sony has just over three million units in homes. Of that three million, just over one third were sold during the 1996 holiday season (note that Nintendo outsold Sony over the same period). While depending solely upon its 'handicoot with an attitude' campaign, Sony has remained aloof about any price drops or pack-ins.

Sony's Japanese userbase is neck and neck with the Saturn, and as such has enjoyed moderate benefits from its Japanese counterpart. Among the spoils of the hardware war for Sony has been what is going to be a lucrative relationship with ex-Nintendo developer, SquareSoft. Square, which is best known for its *Final Fantasy* series, has signed a number of exclusive publishing contracts with Sony, including what will be the best RPG to date: *Final Fantasy VII*. Look for Sony to be pushing that relationship very hard in 1997, especially when *FFVII* ships later this fall.

Sony has established itself and will simply seek to do two things: make more profit and keep pace with Nintendo. To turn a profit, you can expect there to be minimal, if any, change in the price of the PlayStation hardware until E3. Even then, if the price does drop, it will be in response to a competitor's previous drop. Sony will continue to point to the size (and arguably, quality) of its software library when compared to Nintendo or Sega. Sony will also continue to sign on more and more third party developers with its attractive userbase than either of its competitors. In doing so, Sony will have more games on the shelves, thus giving it additional revenue through licensing fees. For gamers, this means more choice, but on the flip side of the coin, it also means more mediocre games clogging up retailer's shelves.

Marketing efforts for Sony will ease back considerably, given its current comfortable lead. When the summer rolls around, you can expect Sony to hype its relationship with Square.



Sony maintained its lead throught the Crisitmas season.

1-2 Sony will rely heavily on third party developers to 1997. *Final Fantasy VII* and *Resident Evil 2* are likely to be the biggest hits for the PlayStation this year. 3 Look for Sony to continue to flaunt its large library of Sports titles such as *Shoot Out '97*.

STALEMATE

While the hardware wars still have a way to go, we are starting to see the emergence of definitive leaders. While systems always come and go, and the tides of war may yet change, 1997 is the make or break year for all market entrants. Conceivably, Sega's *Virtua Fighter 3* could become the title it needs to launch the Saturn back to the top, while Nintendo's continued abysmal third party titles could drown the N64's sales trend like an anchor around the neck. While Sony is likely to be the most stable of the three, this is primarily because it doesn't have any massive shortcomings in hardware or software, nor does it have any titles (other than *FF7*) that will be pivotal in catapulting Sony further ahead.

of 1996, a situation its Japanese parent has vowed to reconcile.

In the coming year, Sega will continue to push its arcade heritage on the Saturn with such offerings as *Fighters Megamix, Racers Megamix, Die Hard Arcade, Last Bronx, Sonic: the Fighters* and of course, *Virtua Fighter 3*. As one would expect, Sega is pinning its hopes of climbing back into the limelight with what is likely to become the most eagerly anticipated home fighting game of all time, *VF3*. Yu Suzuki (the director of Sega's AM2 division) has already stated that *VF3* for Saturn will include some variety of hardware enhancement for the Saturn. It will certainly need it if it hopes to bring anything near the performance of the Model 3 board home to consumers who are already questioning the Saturn's potential when compared with the PlayStation and Nintendo 64.

Seeing as Sega is still serious about competing with Nintendo and Sony, look for continued high levels of marketing. Advertising partnerships as they have done with the Tang breakfast drink, mall tours, MTV contests and other low key, but effective methods of promotion are likely to figure more prominently in its 1997 campaigns. Following with Sega's aggressive stance, an additional system price drop, or additional/different pack-ins, are likely to be announced by E3 in June.



1 Sega's triple pack promo has saved the day, at least in the short run. 2 *Fighters Megamix* and *Virtua Fighter 3* are the Saturn's best hopes for catching up in 1997.

THE VF3 PERIPHERAL STORY

Is Sega trying to smuggle in another upgrade with VF3?

Though Sega has felt the sting of the peripheral route in the past with Sega CD and 32X, 1997 may just be the year that they finally get it right. Still hesitant to confirm any details, Sega has all but admitted that there will be some sort of upgrade peripheral sold with *Virtua Fighter 3* to help simulate the high definition graphics of the Model 3 arcade board. Speculation as to the nature of the upgrade suggests the chip will be housed in a cartridge that fits into the slot in the back of the Saturn. It has also been rumored that the chip itself will be a Power PC graphics chip, but Sega denies the actual specification. The best news about the upgrade is that it is rumored to work with other games beyond *Virtua Fighter 3*. Consider the possibilities of *Nights 2*, *WorldWide Soccer '98* and *Sega Touring Car* all using a graphical upgrade chip.

There are several reasons why this peripheral may actually meet with success where other attempts have failed miserably. For one, Sega has always had a strong advantage over other publishers with its incredible arcade line. An upgrade could help to deliver a more accurate translation of guaranteed hit titles like *Virtua Fighter 3* and *Super Car*. Another reason that this may be the ideal time for such a move is the fact that the Saturn is still locked in a battle with the Playstation and N64. While the hardware is comparable, many believe graphically it doesn't quite compare. A final reason that this seems to be a smart move for Sega is made evident in the format. While the 32X was sold as an add-on peripheral by itself, the Saturn upgrade will come coupled with *Virtua Fighter 3* and reportedly sold for just a little more than an average game. The question then becomes: how good it is and how will Sega be able to take advantage of it beyond *Virtua Fighter 3*? Whatever the case, an upgrade will undoubtedly add life to a system that may be nearing the end of its normal life cycle. If it helps to deliver an arcade accurate *Virtua Fighter 3*, it will be well worth the rumored price.



The graphics of *Fighters Megamix* are good on the Saturn, but don't compare with Model 3 arcade graphics.

Will there be an upgrade in '97 with a very close *Virtua Fighter 3* translation? Our crystal ball says 'could be.'



NO NEW SATURN IN '97

Sega vows to support the Saturn through the year

Contrary to the many rumors of a new hardware console from Sega coming in '97, Sega of America recently asserted that there will be no new console available this year. At a time when many believe Sega is due for a hardware upgrade, Sega is standing by the Saturn as its console for the year. On the positive side, this could be seen as a show of Sega's faith that the Saturn can compete alongside the PlayStation and N64 for another year. This is an especially important stance, considering Sega's questionable record of releasing hardware components and then faltering on support for them soon after.

While most would agree that the Saturn has already met its minimum requirements insofar as offering a well rounded library of quality titles, it's in this, its third year, that Sega will finally be able to really make good on the machine's promise. What this means for Sega and its place in the market by the end of this year is impossible to say, but it's likely that the commitment shown to Saturn owners will pay off with more loyal customer support whenever it does come time to release a new hardware unit. Of course, there are still alternatives, such as the proposed cartridge upgrade (see *VF3* Peripheral) that might help to push the Saturn through the next year.



1-2 Despite the numerous rumors about Saturn 2 in '97, Sega says 'no'. This will only fuel the fire for the system battle.

NEWS FEED

• GT Interactive (publishers of *Quake*'s registered version, in addition to *Duke Nukem 3D*) has predicted its fourth quarter earnings for 1996 to 10%-20% better than the company's fourth quarter earnings for 1995. These figures are still below what analysts were predicting for the company. • Activision has picked up the publishing rights to two official *Quake* add-ons. One of the add-on packs is being developed by Hipnotic Software, which is composed of ex-*Duke Nukem 3D* developers. The other pack is being developed by Rogue Entertainment, which originally developed *Strife*. • Sega and Hyundai have formed an alliance to import arcade components and completed arcade games to Korea. The venture is expected to produce revenues of nearly $25 million dollars in 1997. • Ex-Capcom US front man, Greg Ballard and ex-Sony VP, Jim Whims have joined the 3Dfx management team. 3Dfx is the manufacturer of the Voodoo graphics chipset which is used on a number of PC 3D accelerator boards. • Capcom's US coin-op division laid off nearly ninety employees at the end of 1996. Many came from the company's ailing pinball division, which was slated to merge with Sega's by the end of the year. • Sony has begun sending shipments of PlayStations to the Russian

continued on pg 16

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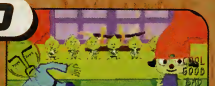
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CULT GAMES TAKE HOLD

Will Japan's most twisted titles become big hits in the US?

Most gamers already know that the difference between the Japanese US markets is at times almost immeasurable. From time to time, however, news of titles such as Sony's *Parappa the Rapper* or Sega's *Digital Dance Mix* manages to make its way across the seas for American gamers to experience, but as of yet, there have been very few that manage to catch on. Eager to find a way to cash in on these games in a global market place, American companies may soon be going after the cult game angle to encourage sales of these titles.



Sony's oddball *Parappa the Rapper* is nothing short of a national phenomena in Japan.

Parappa the Rapper is a 'Simon Says'-style game that follows the progress of a rapping dog through his many adventures. The catch phrase of the game is 'I gotta believe' and believe they do in Japan. The game has been a number one seller since its release. Sega has gone to its ace development group AM2 to create a game called *Digital Dance Mix*. The game features pop idol Namie Amura, dancing around and singing her best songs. Whether these games will ever find a home in the US market is impossible to say, but treating them as cult titles just may force these square pegs into the round holes of our hit driven market.



1 Parappa is a big hit in Japan. 2 The object is to follow the lead rap of different teachers. 3 The controls of Digital Dance Mix are still a bit of a mystery, but there's one thing for sure — that girl can dance! 4 Created by AM2, *Digital Dance Mix* represents a new kind of Saturn game.

N64 GAMES PIRATED

There's a little trouble in big China

Piracy is about to rear its ugly head in a very big way. Quite apart from the plethora of bootlegged CD games (for PlayStation and Saturn, mostly) that are widely available in Tiger markets — Hong Kong, Taiwan and Thailand — are the numerous N64 devices becoming available. It was only a matter of time before cart copiers for the N64 appeared, but the level of ingenuity involved has probably exceeded even Nintendo's expectations. The most sophisticated of the current devices is the 'Doctor V64', a surprisingly sleek unit, better designed in some ways than the impending 64DD. Although the light, creamy color doesn't match the N64 casing, the design does, with smoothly sculpted lines and pretty high-quality switches.



The Doctor V64 sits neatly under the N64 in exactly the same fashion as the 64DD.

The device works by loading the contents of a cart into 128 Mbit (16 Mega) flashram and saving this info onto either a PC, via serial cable, or directly onto a WORM (Write Once, Read Many) CD. These gold disks cost around ten bucks, so they represent cheap storage. The CD player, as you can see from the shot, is built-in and is a quad-speed unit. Pretty advanced too, adding Video CD and Audio CD capabilities to your N64.

There are a few other, less sophisticated devices, which require the addition of a PC to operate, but the Doctor V64 is already hot news on the streets of Hong Kong. Will Nintendo crack down on this trade in illegal devices? Well, when Hong Kong reverts to Communist Chinese rule later this year, there won't be much they can do about it.

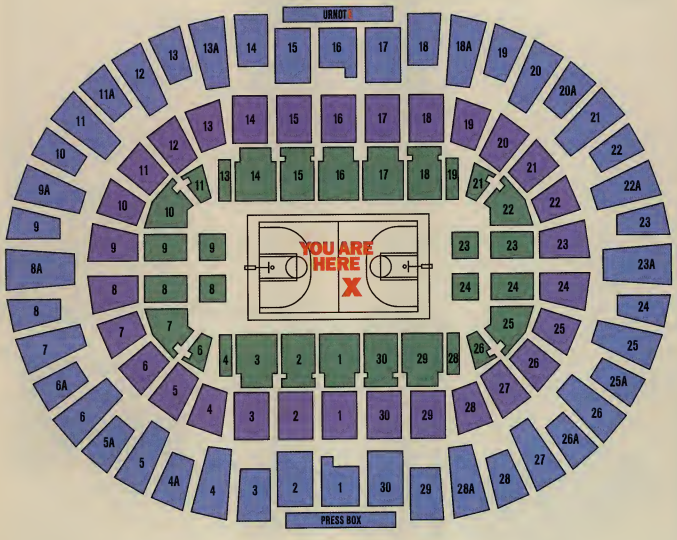


Featuring a 4X speed CD-Rom drive and a hefty RAM cache, the Doctor V64 looks like a cool alternative to the 64DD, on paper at least.

NEWS FEED continued from pg 14

market. Sony has predicted that the long term installed base in Russia should approach 'six figures'. • New World Computing will be releasing an expansion pack for its *Heroes of Might and Magic 2*. The pack will be published by 3DO (who owns New World Computing) and can be expected by the middle of 1997. • Bandai Digital Entertainment has bought the rights to publish and distribute *Pandemonium* for PlayStation in Japan. • Origin has canceled two previously unmentioned projects and laid-off twenty employees. Said a spokesperson for Origin 'It's not unusual at Origin for projects to get killed as we are constantly re-evaluating their situation in the market. These were not major projects, but when we go through and revamp, it affects everyone in the company.' • In 1996, revenue from coin-op arcade machines in the US will be more than $1.1 billion. • Intel and RAMbus have joined forces to try and develop a new RAM standard for PCs and eventually consoles. The new faster RAM standard will hopefully produce faster and cheaper RAM chips than ever before. • Sony has announced that revenue from the sale of PlayStation hardware and software in the US has exceeded $1 billion dollars since the system's launch on September 9th, 1995. • Acclaim has predicted it has lost $221 million dollars in its 1996 fiscal year. A major contributor to the loss was a $90 million dollar 'special loss' on excess 16-bit cartridge

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COMING MARCH 15, 1997.

SHOOT OUT '97

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OPTIONS

RATING KEY
- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★★★
- PRODUCT: SharkPad Pro 64
- COMPANY: InterAct Accessories
- SYSTEM: Nintendo 64
- PRICE: $24.99

With its clear casing and contoured design, the SharkPad Pro 64 certainly warrants consideration as the coolest looking controller ever, but InterAct Accessories didn't stop at looks alone. By making slight adjustments to the design, function, and feel of the controller, InterAct has produced a product that exceeds Nintendo's pack-in unit in terms of features and quality.

The most noticeable improvement over the Nintendo design is the analog joystick which features a steel shaft and a spring mechanism. This system adds a satisfying amount of resistance to the stick, as well as improving the durability of the analog stick. A circular directional-pad and buttons that offer a tighter feedback over the Nintendo controller rounds out the improvements.

The only slight criticism that can be leveled at the SharkPad Pro 64 is aimed at the controller handles. The increased circumference of the handles improves comfort, but the center handle still seems a little on the short side. However, performance is never adversely affected by this minor flaw in this superbly designed controller.

Good looks aren't the only thing that the SharkPad Pro 64 has to offer N64 owners.





Quality construction is the most notable feature of Namco's prototypically competent Joystick.

- RATING: ★★
- PRODUCT: Namco Joystick
- COMPANY: Namco
- SYSTEM: PlayStation
- PRICE: $24.99 - $49.99

Better known for its games than its peripherals, Namco's offerings in this market are closely related to the titles they release. In a few months, this means that *Time Crisis* will release with what will reportedly be the most accurate light gun available for the home, but at the moment, the release of *Soul Blade* coincides with the introduction of an arcade-type joystick.

The Namco Joystick works superbly with *Soul Blade* partly due to the fact that the game only requires the use of four buttons for offensive and defensive inputs. The oversized buttons are laid out in a comfortable position that allow easy access by using three fingers and a thumb. The joystick itself is a tad on the long side which makes the user feel as if he must move the stick more than may be optimum, but it is something that can easily be accustomed to. Overall, the construction of the Namco Joystick may be the most rugged on the market with the use of far more metal than is standard.

TOKYO TAKEOVER

SCEA falls in with Japanese parent company



With SCEA falling in with SCEI, the flow of games like *Crash Bandicoot* from one market to the next will be smoother than ever.

Sony Computer Entertainment of America has consolidated its businesses with Japanese parent, Sony Computer Entertainment, Inc. The move is designed to streamline worldwide operations without changing any of the current operating strategies on this side of the pond.

In the long term, the move will simply mean a smoother flow of product and information between the US, Europe and Japan, but don't expect any other significant changes. While this move does take Sony a step closer to the set up of Sega and Nintendo, representatives at SCEA insist that all major decisions were already going through the Japanese office and that daily decisions for the US will stay in the US.

The PlayStation is currently the number one installed 32-bit console on Earth. Sony Japan is apparently very pleased with the way the American division has handled itself — this move is probably designed purely to shave costs and improve profit.

NEWS FEED continued from pg 16

inventory. • The Imagination Network has added three new games to its online gaming service: *Shattered Light, Thrash* and *Spunky's Shuffle.* • *Gunblade NY* and *Sonic X-Treme* will be released on Saturn in the fall of 1997. *Sonic X-Treme,* which was previously scrapped, will rise from the ashes with a brand new engine. • Sony will be offering compilations of user created games pulled from its hobbyist development kit, *Yaroze.* The discs will be offered at various points throughout the year at a reduced cost. • Westwood's *Red Alert* has sold more than 1.5 million world-wide copies in its first month on sale. • Park Place (know best for developing EA Sports games) is suing Sony over an alleged hostile take over. • Sega has extended its 'triple-pack' offer until at least the end of March. At that point, Sega will again re-evaluate its position and possibly offer some new pack-ins at that time. • The Total Entertainment Network has implemented some smaller regional networks in an effort to reduce the effects of latency on its service. The new technology used is called a 'VPN' or 'Virtual Personal Network'. • Wanderlust Interactive will be buying Western Technologies and Adrenaline Entertainment. • GTE Interactive (known best for publishing *FX Fighter Turbo, Titanic* and *Time Lapse*) is closing its doors for good on March 14th, 1997. • THQ will be publishing *Destruction Derby 2, Krazy Ivan, G-Police* and *Wipeout XL* for Psygnosis.

WIRETAP

Here are a few notes from the underground... Load them at your leisure...

Psygnosis Developing Directly for Sega?

Rumor has it that some of the future AM2 Saturn conversions will be handled by Psygnosis. The Sony-owned developer has already had numerous conflicts with its parent over the porting of its other hit PlayStation titles, causing Sony to put Psygnosis on the selling block for a period of about six months. The rumor of Psygnosis doing 'hired gun' type work for Sega is likely to send additional shockwaves through their current relationship should this actually come to pass. Among the titles rumored that Psygnosis may port to Saturn for Sega are *Manx TT* and *Super Car*. With AM2 titles being the pride of the Saturn's line up, it's not easy to believe that Sega wouldn't be handling these conversions themselves.



Saturn Jolt Packs?

Have you ever noticed how the cable on Sega's analog controller can be removed so that there is a slot for some sort of add-on? Recent speculation and sources at Sega have hinted that there will be a series of 'packs' that can be connected to the pad. Among those packs rumored to be in the works is a jolt pack based on similar solenoid technology used in Nintendo's forthcoming line of packs. If the rumor is true, soon Saturn owners will be getting joy-buzzer-like sensations alongside their Nintendo owning counterparts.



Is Acclaim putting all of its eggs in one basket with *Turok: Dinosaur Hunter*, or just preparing for a huge sales success?

Turok Gets Busy

Acclaim is rumored to be depending heavily upon its future N64 title, *Turok*. Acclaim is supposedly so confident in it, that it is having at least 1 million carts burned when the title ships this March. Some sources have indicated that more than 1.5 million ROMs will be burned. Given that there will be under two million Nintendo 64s sold through to consumers by that time, the order is extremely bold in the light of the expenditure needed to make an order of that magnitude.

Essentially half of all Nintendo 64 owners in the US would have to purchase the title to sell it out. Granted, just because there aren't that many N64 owners now and there will be more by Christmas '97 does give Acclaim some time to move the units. Acclaim is also banking on the fact that, by March, it will still be the only first person shooter available, given Nintendo's dearth of software releases. *Doom 64* is *Turok*'s only major competition, and it isn't slated to ship until some few weeks later. Acclaim is also reportedly preparing a handfull of New N64 games, including *Turok 2*, for a christmas release.



The Latest Buzz On Nintendo's Internet Strategy

There are new rumors suggesting that Nintendo's 64DD will be the Nintendo 64's gateway to the internet. Numerous developers have hinted that within the 64DD specs is the possibility of either a modem, or a method of future expansion to provide modem functionality. The possibility of such a feature files in the face of what Nintendo CEO, Howard Lincoln, has been saying about Nintendo's Internet strategy. Up to now, Lincoln had claimed that Nintendo was taking a 'wait and see' approach to the Internet. Nintendo is waiting to see how its other competitors broach the topic and hopefully they will improve on the approach. So far, Sega's NetLink seems to have done moderately well, but not as well as Sega had predicted. As such, it isn't unfair to expect Nintendo to wait further before unveiling its Internet plans later this year at E3 in June. Even then, it is expected that Nintendo will keep much of its Internet hand close to its chest, but showing just enough to make consumers interested in the possibility.



Will the 64DD be Nintendo's gateway to the internet? We'll all just have to wait and see.

BITS & BYTES

● While Capcom has been unwilling to discuss the prospect of home versions of *Street Fighter 3*, rumors have been circulating regarding high level talks with Nintendo on the matter. Given the large number of frames of animation, the cart format is an excellent prospect for conversion. ● Rumor has it that Midway/Time Warner will not be releasing the sequel to *Primal Rage*. Sources have indicated that Midway's thoughts regarding the project's prospect for success were less than satisfactory. ● Eidos is supposedly working on two to three new titles using the same engine as *Tomb Raider*. The first title is supposed to be an action RPG while the second one is rumored to be some variety of ninja game. ● Rumor has it that the PlayStation 2 hardware is being finished off by ex-Argonaut employees somewhere in the Silicon Valley of California. The system is rumored to be released at some point in 1999. ● There have been rumors floating about regarding some sort of 'big deal' between 3DO and Interplay. Both companies have begun to focus on the Internet, and the prospect of at least a common project is good.





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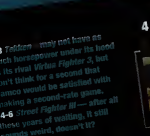
A NEW AGE IN Arcade Fighters

Tekken and Street Fighter make it to Number Three

Undoubtedly, if there was a fighting game that defined 1996, it was *Virtua Fighter 3*. Here in the early months of 1997, however, there are a few new kids on the block — heavyweight kids, at that. This year marks the return of two of the biggest fighting games and, in typical arcade fashion, they're each eager to present themselves as the new champion of the genre. What makes their returns even more exciting is the fact that each new game represents the premiere game on brand new, more powerful arcade boards. A final issue to consider with the release of *Tekken 3* and *Street Fighter 3* is the ongoing battle between two schools of fighting game fans. The age old question of 2D or 3D is highlighted with the release of these two important games. It's the players who will ultimately decide which is the best.

Perhaps the most highly anticipated fighting game of all time, *Street Fighter 3* has been talked about since the days of *Street Fighter II Turbo Edition*. Though the *Alpha* series has met with incredible success, *Street Fighter* fans have been patiently waiting for Capcom to get to '3' for long enough. From our early look at the game, it may just have been worth the wait. The CPSIII board boasts amazing new graphical abilities, showing up in the form of an incredible color palette and an almost endless supply of RAM to house the trademark animation of the *Street Fighter* series. *Tekken 3*, on the other hand, is coming in right on schedule, and looks to be no less impressive. Debuting Namco's new Model 12 board, the look of *Tekken* has changed a little since the last installment. Gone are the blocky characters of *Tekken 2* and in their place are well-rounded, smoothly-shaded fighters. What the Model 12 board allows Namco to do is present such characters in high resolution in a true 3D setting. So, whether you're a *Street Fighter* fan, a *Tekken* fan or both — this year is about to get really good.











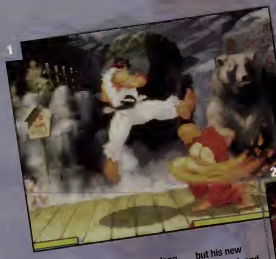






1-3 *Tekken* may not have as much horsepower under its hood as its rival *Virtua Fighter 3*, but don't think for a second that Namco would be satisfied with making a second-rate game. **4-6** *Street Fighter III* — after all these years of waiting, it still sounds weird, doesn't it?





1 Ryu can no longer do his Whirlwind Kick in mid-air, but it's still useful on the ground... um, unless Ken is whistling up a flaming Dragon Punch, of course. Moves like this one make Alex pretty damn cool.

2 Notice that Ryu's travel bag (which he puts down just before the fight) is still on-screen during the action.





3

STREET FIGHTER 3

Certainly, it has been a very long time coming, perhaps too long. A true sequel to *Street Fighter* and finally, an end to the constant updates of *Street Fighter II*.

Not only is this a complete overhaul of the *Street Fighter* system (rather than a simple upgrade), it's also one of the prettiest games ever to grace an arcade. OK, so it's no *Virtua Fighter 3*, but then, that's not really the point. *Street Fighter 3* is designed to look like a Japanese anime cartoon rather than a realistic portrayal of human figures.

Virtually every aspect of the *Street Fighter* series has been changed and improved for Number Three. The biggest change is the character line-up. Of the eleven characters available, nine are brand new. Presumably, there are also hidden or boss characters.

The first new guy is Alex, a Guile-style soldier with great throwing ability. Brought up in the tough streets of New York, he has a cocky attitude similar to Ken's. And he's a big guy.

Ryu is back, of course, with a new arsenal of kicks and punches and a dramatically changed fighting style. His old moves are intact, but his new moves look and feel like nothing he's used before. Again, he's more refined, but not as strong as Ken.

Ken, on the other hand, is happily married with a three year old kid, but this fact has little bearing on his fighting prowess. Again, he has all his old moves, but with new combos and new specials to help him along.

Yun and Yan are twin brothers from Hong Kong, similar, but not identical to Fei Long. Their Kung Fu style is fast and furious, but lacking the raw power of some other characters. Use these guys to overwhelm and confuse opponents. It has been suggested that they are related to Gen, the old Kung Fu Master from *SF I*.

Dudley is a dude. A British-born boxer with a very straightforward and very powerful Marquis of Queensberry style. Left, left, left, right, left. Jabbing, uppercutting and more sophisticated than his predecessor (in boxing terms), Balrog.

Ibuki is a babe. Just like her predecessor, Sakura, she's a high school princess by day, killer Ninja by night. She apparently uses Ninja-like traits of stealth and cunning to trick her opponents. This translates into quick, confusing moves.

Necro is an unusual addition to the mix — an undead creature who roams the night, presumably having lots of fights with people who mistake him for a Darkstalkers character. His moves are fast, although his pace of fighting can be tricky to the uninitiated.

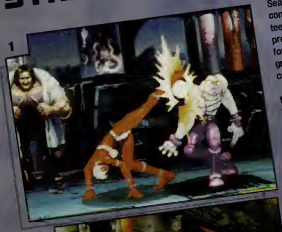




1–2 Super Combos, now called 'Super Arts', are flashier than ever, but not quite as important. First of all, each character has three but you can only choose one of them for the battle. Also, many of them do little damage. However, the weaker characters' Super Arts are more powerful to balance things out.

ARCADE FIGHTERS

STREET FIGHTER 3 - continued



1 Elena's exotic Capoera fighting style uses kicks far almost every move.

2 Ibuki times her block perfectly, leaving Dudley open to a flurry of in-close attacks.

3 The winner/loser screen features beautiful new art straight from Capcom's design room.

4-5 Sean may dress just like Ryu and Ken, but he brings his own unique style to the table. His overhead kick out of an uppercut is awesome!

6 Alex has a few moves that should be familiar to Guile and Charlie fans, but he's a lot stronger, and uses some powerful throws.

7 Thanks to Necro's rubbery body, he has a reach that can only be rivaled by Dhalsim, and he ain't here.

8-9 The character animations aren't the only graphics in the game to get a boost. The special effects, such as fireballs, fiery dragon punches, explosions when hit, etc. have all been greatly enhanced. It's as if you're fighting in the middle of a Fourth-of-July fireworks display! Of course, the cool part is that no matter how fancy these graphics get, you always get a clean, clear view of the action.

Sean is possibly the most conventional of the new guys. Like a teenage version of Ken or Ryu, his lack of projectile weapons is more than made up for by his brutal dashing-throws and ground-based attacks. Very fast and very confusing in a fight.

Easily the most dramatic of the new characters is Elena, a hot South American mistress of Capioera, the virtually unpronounceable kick-laden martial art. The animation on this female character has to be seen to be believed — smooth, undulating motions that hypnotize — combined with sudden and rapid explosions of violence.

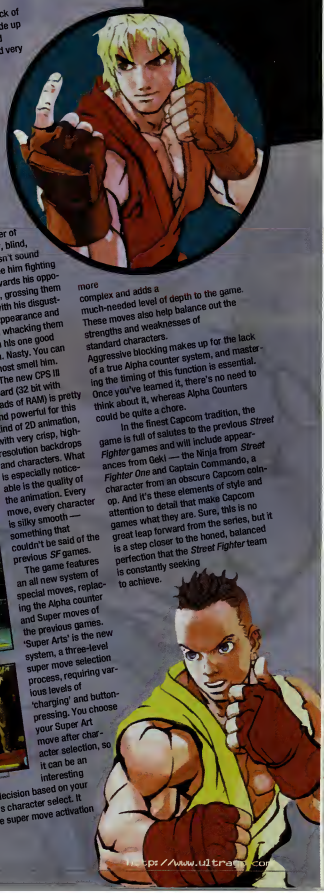
But the award for the grossest video game character of all time goes to Oro, a smelly, blind, one-armed old man. He doesn't sound so tough, but you have to see him fighting to understand. He floats towards his opponents, grossing them out with his disgusting appearance and then whacking them with his one good arm. Nasty. You can almost smell him.

The new CPS III board (32 bit with loads of RAM) is pretty and powerful for this kind of 2D animation, with very crisp, high-resolution backdrops and characters. What is especially noticeable is the quality of the animation. Every move, every character is silky smooth — something that couldn't be said of the previous SF games.

The game features an all new system of special moves, replacing the Alpha counter and Super moves of the previous games. 'Super Arts' is the new system, a three-level super move selection process, requiring various levels of 'charging' and button-pressing. You choose your Super Art move after character selection, so it can be an interesting strategic decision based on your opponent's character select. It makes the super move activation more complex and adds a much-needed level of depth to the game. These moves also help balance out the strengths and weaknesses of standard characters.

Aggressive blocking makes up for the lack of a true Alpha counter system, and mastering the timing of this function is essential. Once you've learned it, there's no need to think about it, whereas Alpha Counters could be quite a chore.

In the finest Capcom tradition, the game is full of salutes to the previous *Street Fighter* games and will include appearances from Geki — the Ninja from *Street Fighter One* and Captain Commando, a character from an obscure Capcom coin-op. And it's these elements of style and attention to detail that make Capcom games what they are. Sure, this is no great leap forward from the series, but it is a step closer to the honed, balanced perfection that the *Street Fighter* team is constantly seeking to achieve.



http://www.ultra...com

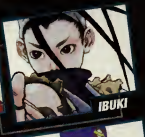
STREET FIGHTER III
ARCADE FIGHTING









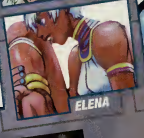














RYU
Ryu is still wandering around the world on his quest for true strength.

NECRO
Necro was abducted from a small village in Russia and taken to Moscow where strange experiments gave him super flexibility and other abilities.

KEN
Ken has tied the knot with his new wife Eliza since we last saw him, but his fighting style is still just as reckless as ever.

SEAN
Born and raised in Brazil, Sean learned many of his techniques from Ken, but has added his own moves as well.

IBUKI
This high-school student turned deadly ninja is extremely fast, and has a knack for finding her opponent's weak point.


1


5


6


2


3


4

ORO
Oro is a 140 year old creature who lives in a cave and fights with one arm.

ALEX
Alex is a tough guy from Manhattan. He appears to be taking the place of Guile, but he's much stronger.

YUN
Yun is Yang's twin brother. He is the more responsible of the two, but can be impulsive.

YANG
Yang is Yun's twin brother. He is usually calmer than Yun, and can look at things more subjectively.

ELENA
She's the daughter of an African tribal leader, who fights with the Capoera style which focuses on the legs.

DUDLEY
A heavyweight boxer from Britain, Dudley's speed and strength make him deadly.

1-4 The most obvious improvement in *Street Fighter III* is in the incredibly detailed animation. With loads more frames than before, the action looks even smoother than most cartoons! And just look at the amazing artwork that Capcom's famed art staff has turned out!
5 The new 'approach block' technique is tricky to time, but promises to become one of the most important new features.
6 Ken welcomes Ibuki to the tournament!

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TEKKEN 3

It didn't take *Tekken* near as long to count to three as it did *Street Fighter*, but for fans of the series (and there are a lot of them), it seemed just as long.

The new System 12 arcade board made exclusively for *Tekken 3* runs one and a half times faster than the previous System 11 board. This translates into a sharper, smoother game that makes *Tekken 3* one of the best looking and playing fighters available. There are a total of ten selectable characters, plus the usual bosses and hidden characters which can be controlled later. The third King of Iron Fist tournament is being held 20 years after the second and five familiar faces return. So far, we have learned of 12 characters, including Tekken veterans Paul, Lei, Yoshimitsu, Nina, and King. Newcomers like Forest Law, Jin Kazuma, Rally Jackson, Hwoarang, Julia Chang, Xiao Yu and one boss character, Brian Fury, add some variety to the game. The character design is as exceptional as the first two games, and the polygon count has been jacked up so that the characters look even better. Add the new 3D stages and *Tekken 3* looks head and shoulders above its predecessors.

continued on page 28...



Tekken 3's prerendered graphics rival those of *Virtual Fighter 3!*



1



2



3



4

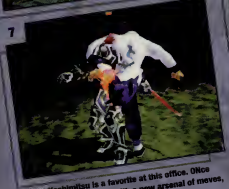


5

1-5 All the violent combat of the *Tekken* series has returned, but this time it's even better. The characters are much larger and the powered up System 12 board allows for smoother polygons.

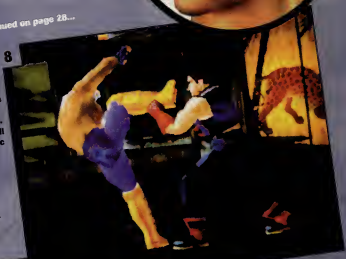


6



7

6,7 Yoshimitsu is a favorite at this office. Once again, he's equipped with a new arsenal of moves, not to mention a redesigned head.



8

8 The main hero of *Tekken 2* is Jin Kazama. His fiery pants and mixture of Kazuya and Jun's technique make him very intriguing.

9 The new King still has the same basic moves and the same head.

10 Check out the real 3D backgrounds, not to mention the much smoother character art.



9



10

TEKKEN 3 ARCADE FIGHTERS

























JIN KAZAMA

Nickname: Fatal Lightning
Nationality: Japan
Fighting Style: Advanced Mishima style karate, Kazama style of self-defense (it's a mixture of his mother's teachings and his own style).
Age: 19
Hobby: Forest Bathing
Likes: Mother's precepts
Dislikes: Deceiving others
Origin: Jin Kazama is the illegitimate son of Jun Kazama and Kazuya Mishima and is out to avenge his mother's death.

PAUL PHOENIX

Nickname: Hot-blooded martial artist
Nationality: USA
Fighting Style: Combined martial arts based on Judo
Age: 46
Hobby: Riding on a motorbike
Likes: Pizza, smell of gasoline
Dislikes: Freeways in Japan (being caught in a traffic jam cost him the previous tournaments title)
Origin: Aging character from the *Tekken 1* and *2* tournaments has one more chance at winning the tournament.

FOREST LAW

Nickname: Flaming Dragon
Nationality: USA
Fighting Style: Martial arts
Age: 25
Hobby: Shopping
Likes: Credit cards (Paul made him cover his entrance fee as well as all the gas).
Dislikes: Riding on the bike with Paul
Origin: Martial Law's son has been training in his father's dojo, then Paul Phoenix convinced him to join the tournament. He also bears a striking resemblance to Bruce Lee.

LEI WU LONG

Nickname: Super Police
Nationality: China
Fighting Style: Various Martial arts
Age: 45
Hobby: Movies, naps
Likes: Sony products (He has appeared on a Sony commercial)
Dislikes: Crimes, villains
Origin: Aging supercop has let his hair grow and is back to investigate the Mishima financial group (who is putting on the tournament).

KING

Nickname: Anger Of Beast
Nationality: Mexico
Fighting Style: Wrestling
Age: 28
Hobby: Pleasing children
Likes: Drinking beer in victory with Armor King
Dislikes: Tears of children
Origin: The latest to wear the King mask was once an orphan under the original King's tutelage. Now he has joined the tournament to avenge the loss of his father figure.

NINA WILLIAMS

Nickname: Silent Assassin
Nationality: Ireland
Fighting Style: Assassinating martial arts based on Bone Martial Arts and Aikido
Age: 22
Hobby: Retracing memories
Likes: Not remembered (maybe tea with milk)
Dislikes: Not remembered (maybe Anna)
Origin: Nina has spent the last 18 years in a cold sleep (a la Walt Disney) and has now lost her memory. The only thing she knows is that she was sent to the tournament to kill Jin Kazama.

YOSHIMITSU

Nickname: Mechanized Space Ninja
Nationality: Japan
Fighting Style: Manji Ninja arts
Age: ??
Hobby: Watching Sumo wrestling, and surfing the internet
Likes: Arcades (especially in Shinjuku)
Dislikes: Villains, game players with bad manners.
Origin: Yoshimitsu gets a new disturbing head and is forced to interrupt his philanthropist activities to get the blood of the 'God of Fight'.

HWORRANG

Nickname: ?
Nationality: Korean
Fighting Style: Tae Kwon Do
Age: ??
Hobby: ?
Likes: ?
Dislikes: ?
Origin: A student of Baek Doo San, he is coming to the tournament for the first time. His motions were done by the world Tae Kwon Do champion.

LIN XIAOYU

Nickname: ?
Nationality: China
Fighting Style: Kempo
Age: ??
Hobby: ?
Likes: ?
Dislikes: ?
Origin: Not much is known about this strange little girl, except that she has pigtails.

RALLY JACKSON

Rally wears jewelry and some cool dreads, but not much else is known about him.

JULIA CHANG

Another mystery character, Julia Chang is one of the selectable characters, but the nature of her moves and story are still a secret.

BRIAN FURY

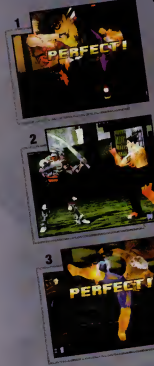
All we know about this evil-looking character is that he is one of the bosses and he's real pissed about something.

continued from page 26...

The developers spent extra time motion-capturing real martial artists, which makes the characters movements even more detailed and realistic than ever. The new characters all have the moves of different martial arts experts. Hwoarang uses the moves of Tae Kwon Do champion Hwang Suiru, while it's known that Pancratium expert Minoru Suzuki and the Capoeira master, Marcello Ferrari, also did motion-capture for the game.

Tekken 3 features even more moves than *Tekken 2*, with every character now being able to move in 3D and with an even greater amount of common moves. According to Jerry Momoda, Product Specialist at Namco, *'Tekken 3* is such an intuitive and deep game. That's why players will find it so easy to play and, at the same time, the depth is really amazing.' With all the different moves and scenarios, you never know what is going to happen from fight to fight. *Tekken 3* is also reported to have endings for each of the characters, something that was previously reserved for the PlayStation version. Start checking your local arcades now and you may get an opportunity to see this incredible game in action. We'll have more on *Tekken 3* as we get a chance to play the near-final game next week.

We're telling you absolutely everything that is known about *Tekken 3*. Some of the new characters don't have a story as of yet and many characters have yet to be revealed, but what's here is plenty to keep any Tekken fan busy of dreaming until they get a chance to play the game.



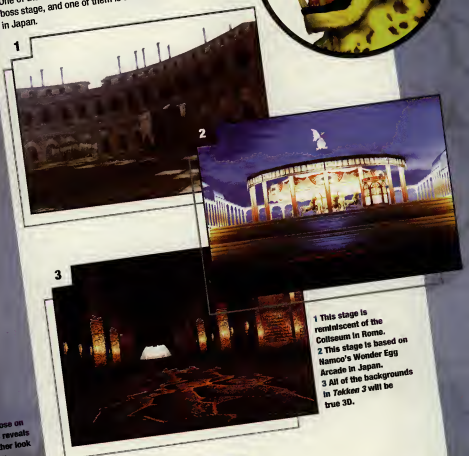
1-3 Going in close on the characters reveals a much smoother look than the blocky *Tekken2*



He dresses abit like a '76 Camaro, but Jin Kazama still packs one hell of a punch!

NEW BACKGROUNDS

Here is a small gallery of the backgrounds we've seen so far. One of these backgrounds is for a hidden character, one is a boss stage, and one of them is at a Namco Wonder Egg arcade in Japan.



1 This stage is reminiscent of the Coltseum in Rome.
2 This stage is based on Namco's Wonder Egg Arcade in Japan.
3 All of the backgrounds in *Tekken 3* will be true 3D.




200,000,000 years after the last dinosaur died...

...make dinosaurs



"It's gonna kick some serious butt."
-Next Generation



"The arsenal of shooting devices could supply an armored division!"
-Nintendo Power

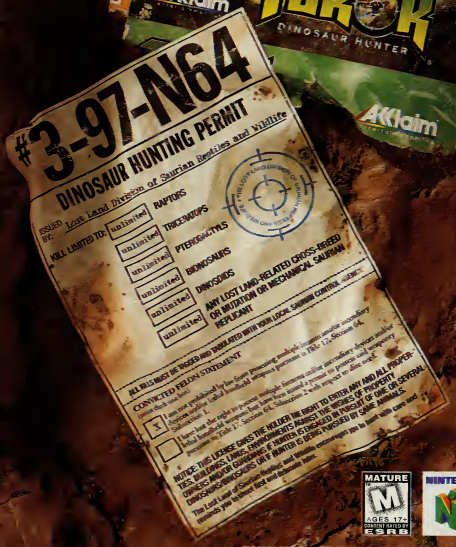


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PREVIEWS

Want the latest pics and info on the newest games? We got it.

Featuring

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038 Metal Gear Solid
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039 Super Car
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052 Time Crisis
044 Thunder Truck Rally
034 Tobal 2
045 Wild Arms

Well, here we are again, with another look at all the latest games. What this means, of course, is that we've spent the last couple of weeks in hard labor, playing and replaying all of these brand new games. Why, several times our staff has broken down, wailing and gnashing their teeth at the thought of another day of strenuous gaming. You can only imagine the cries of pain as another hot new game is played for the first time and... who am I kidding? Enjoy the previews!



046

Final Fantasy VII



Final Fantasy VII's release date is getting closer! We've got more info and pics on page 46.



045

Wild Arms



036

Myth



045

Swagman

Tobal 2

SYSTEM: PlayStation
PUBLISHER: Square
DEVELOPER: Dream Factory
RELEASE DATE: TBA

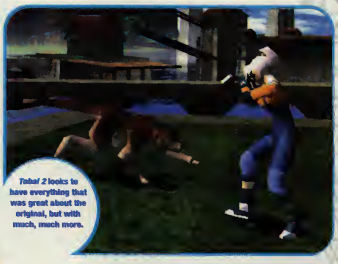
Can last year's best fighting game surprise get even better?

Several great fighting games arrived last year, but only one stands alone as being truly innovative. That game was the original *Tobal No. 1*. For the first time ever, a fighting game offered full 3D freedom, both inside the ring and in the innovative and exciting Quest mode. No longer were players limited to side step moves or, worse yet, no 3D freedom of movement at all. Another unusual aspect about the original *Tobal* was the decided lack of textures in lieu of flat shaded characters. The motivation behind this approach was made crystal clear when gamers first got to sample the unprecedented smoothness in the game's animation. This year, the development team at Dream Factory, with the support of RPG giants Square, will be offering the next step in true 3D fighting with improvements all around.

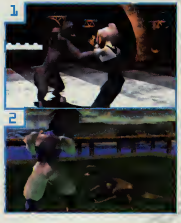
One major improvement planned for *Tobal 2* is a more involved Quest mode. Not only do the graphics display a far more detailed environment, the 3D models themselves are more complex and inviting. Along these same lines, the rings and characters are more graphically detailed, while still maintaining the simplistic look that guarantees silky smooth animation. *Tobal 2* will also offer several more characters (some belonging to the animal kingdom) and projectile fighting (a la *Street Fighter*). This time around, it will be just as easy to get hit with a fireball as a roundhouse kick. At this early stage in development, there are still new details surfacing everyday, but what we know so far is promising enough to expect something great.



1-3 Projectile fighting is a new and promising feature in the world of *Tobal*. According to the story line, these super-powered moves were outlawed in the first tournament, explaining why the characters didn't use them.



Tobal 2 looks to have everything that was great about the original, but with much, much more.



1-2 Building on the unusual character line up of the original, *Tobal 2* offers some pretty unique challengers.





Part of the original cast from *Tobal No. 1*, Gheena is back in *Tobal 2* along with Cinil and Epon, but this time they're even smoother than before.



1-3 The smooth shaded characters promise some of the smoothest animation in any fighting game. 4 All your favorite characters from the original *Tobal* are back to fight another day.

Independence Day

SYSTEMS PlayStation, Saturn, PC
PUBLISHERS Fox Interactive
DEVELOPERS Radical Entertainment
RELEASE DATES March

Aliens invade all three platforms at once!

Set for a rather uncustomary simultaneous release on the PlayStation, Saturn, and PC, *Independence Day* is game that utilizes its movie license as a backdrop for the game more so than an actual impetus for it. Best described as *Afterburner* with aliens, the game is actually an arcade-ish flight sim that features air combat against spaceships rather then the traditional aircraft of the genre.

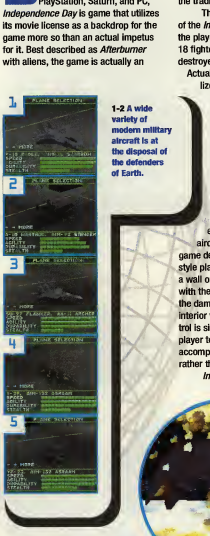
The game is set towards the end of the *Independence Day* movie, with the player battling the aliens in an F/A-18 fighter beneath a massive city destroyer ship over the Grand Canyon.

Actual footage from the film is utilized to tie the storyline together.

Although gameplay occurs in a 3D environment, there are restrictions as to the player's freedom of navigation. The alien ship casts a force field that forces the player to stay within the confines of the battle area beneath the ship and the plane cannot actually do loops or spins as would be expected of a modern military aircraft. The flight model in the game definitely emphasizes arcade-style play, as the player can crash into a wall or building and still bounce off with the only penalty being noted on the damage meter. An exterior and interior view is offered, while the control is simplistic, which allows the player to focus on killing enemies and accomplishing mission objectives rather than piloting his craft.

Independence Day features over 10 different aircraft to pilot, including an alien fighter. Levels range from the Grand Canyon, Washington D.C., New York, Cape Canaveral, Paris, Moscow, Nakhoda, Oahu, Antarctica, Las Vegas, and Area 51, to the alien mothership. Bonus levels are reached by finding hidden gates within levels.

Each level requires the player to accomplish different objectives, but the gameplay seems overly similar from level to level. Considering the simplicity of the control structure, there is the danger that there is not enough challenge to satisfy more mature players. However, the inclusion of a split screen two-player mode and a link cable two-player mode offers more game depth. It should be remembered that the *Independence Day* movie itself was simplistic, but entertaining. If the game can match the movie's level of entertainment, most videogame action fans should be well satisfied.



1-2 A wide variety of modern military aircraft is at the disposal of the defenders of Earth.



When it comes right down to it, there's nothing like kicking alien ass. 'Hello boys, I'm back!'



***Independence Day* the game focuses on the action filled battles of the hit movie.**



1-2 The different levels feature easily identifiable landmarks.



1 The optional interior view is evidence of the simplistic nature of the controls.
2 Playing chicken with the force field evokes some of the intense action of the movie.
3 Battlefield success leads to an opportunity to pilot the alien's hottest ride.

Myth

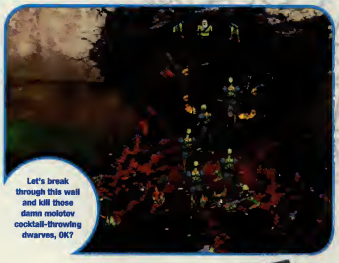
SYSTEM: PC
PUBLISHER: BUNGIE
DEVELOPER: BUNGIE
RELEASE DATE: FALL '97

Hack, slash, kill — it doesn't get any better than this!

Bungie scored its first hit a few years ago with *Pathways into Darkness* on the Mac and quickly followed up with another string of hits with the *Marathon* series of first person shooters on both Mac and PC. Bungie is back again on the PC, but this time the emphasis has switched to the strategy genre, where it hopes to compete with the likes of Blizzard's *WarCraft 2* and Westwood's *Command & Conquer: Red Alert*.

As one could probably guess from the title, the game is set within a fantasy world of archers, warriors, zombies, and dwarves. The units themselves are all nicely prerendered sprites.

What makes *Myth* stand out from its current crop of competitors is the real 3D environment. The entire environment is composed of texture mapped and light-sourced polygons forming a completely convoluted map. Hills are truly hills and not some 2D background that was shaded to look like there are changes in elevation. The environment is the key part of the gameplay, especially seeing as claiming the higher ground has a decided strategic advantage during battle. Interestingly, Bungie had a difficult time trying to get the archers within the game to hit anything moving, because each of the arrows had to do a complex calculation of how high to fly, and in which direction. Good thing the computer can do that calculation, because we can barely walk and chew gum at the same time.



Let's break through this wall and kill those damn molotov cocktail-throwing dwarves, OK?

Most of the other games in this genre focus on building a base, and attacking one's opponents in a series of waves. *Myth*, however, takes the approach where all players do is fight. There are no resources to gather, no buildings to build and no money to spend. While the single player game does have a twisting story line, and an extensive campaign, each level is simply a singular battle.

Gameplay revolves around setting up your troops, moving to higher ground (or some more advantageous position), badgering your opponent with smaller forces, feigning weakness, and then swarming out of the hills to slaughter the bum.

As one would expect, multiplayer options will support both LAN and Internet games with some interesting variants. Some variants are traditional 'capture the flag' sorts of games, while others head in a decidedly more twisted direction, such as a rugby type game played with severed heads. Man, somebody is going to have a headache in the morning!



1 Gaining higher ground is the key to this game.
2 Arrows are overhead in 3D to find their waiting targets below.
3 Zombies are slow, but methodical stalkers. They can even cross rivers by walking under water.
4 Every spot of blood is carefully calculated and rendered onto the battlefield. How gruesome.





The good, the bad and the ugly: these prerenders of a warrior and a thrall show some incredible detail.



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No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by May 1st, 1997. Imagine Publishing is not responsible for lost or misdirected entries. Winners will be selected by the Editorial staff of ULTRA Game Players. Editor's choice is final. Odds are determined by number of entries received by contest deadlines. Prizes will be awarded on May 1st, 1997. If any prize is not claimed within ten (10) days after notification to winner, then another winner will be selected. This contest is brought to you by Imagine Publishing and Nintendo of America.
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Metal Gear Solid

SYSTEM: PLAYSTATION
PUBLISHER: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: TBA

The NES classic returns with sneaky gameplay and a 32-bit facelift

At first glance, *Metal Gear Solid* looks very similar to mindless shooters like *Loaded*, but the depth and complexity of the game ensures an experience for the mind as well as the trigger finger.

The story goes like this: A twenty-first century Alaskan warehouse has been seized by a former military unit called FOXHOUND and you, an ex-member of the same unit, are sent in on a solo raid. And, in typical Hollywood action movie fashion, this is also personal! The chief bad guy, Liquid Snake (the blatant opposite of your moniker, Solid Snake), also happens to be a man you once considered your best friend. The prerendered FMV carries out this hokie story in typical Hollywood fashion.

Beyond the simplistic story of *Metal Gear Solid* lies a game that is anything but simple. You enter the warehouse packing only a handgun, but as you move along, heavier firepower and explosives become available. While sneaking around the perimeter, you encounter patrolling terrorists, guard dogs and security cameras and, until you've managed to get a hold of some more weaponry, your best tactic is to play it safe by moving between hiding places and picking the guards off one at a time. However, the espionage elements don't end there. You have to pick up and employ tools, passcards and security devices in order to weave your way through the tight security of the terrorists. One example is a pair of infrared goggles, which are used to spot laser beams that crisscross certain corridors. You also need to gather information by rescuing hostages or intercepting radio messages.

While the look of *Metal Gear Solid* isn't astounding at this early stage of development, the elevated intellect of the gameplay is what makes this such a promising title.



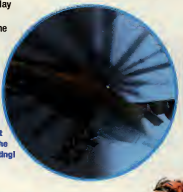
***Metal Gear's* sneaky strategy-based gameplay should be a welcome diversion from the standard 'kill 'em all' action.**



1 Using the radio to intercept messages is another very intriguing element of gameplay.
2-4 The game is played in a 3/4 or top down perspective, which allows the player to find safe hiding places and take the terrorists out one at a time.



Even the skies aren't safe! Notice the detail on this Hind attack helicopter. You can almost hear the blades rotating!







1-2 Fans of the NES *Metal Gear* will recognize the gas mask icon in the lower left hand corner.
3 Close up of shots of the hero, Solid Snake, reveal some impressive polygons and plenty of firepower.
4 Here come the goons!

Super Car Scud Racer

SYSTEM: ARCADE
PUBLISHER: SEGA
DEVELOPER: SEGA (AM2)
RELEASE DATED APRIL

Sega's Model 3 board delivers again

With the videogame community still staggering from the remarkable performance of *Virtua Fighter 3*, Sega is set to drop another Model 3 bomb with an amazing new racing game tentatively called *Super Car*. With the famed *Daytona USA* team at the development helm on this landmark title, *Super Car* is destined to be the next racing game classic. Its photo-realistic graphics alone would be enough to make most racing fans sit up and take notice, but with the attention to detail that is guaranteed in an AM2 racing game, the graphics are just the beginning. Among several other steps taken to create the most realistic racing game experience ever, the development team at Sega have created four hyper realistic models of some of today's hottest high performance cars, including the Dodge Viper and Porsche 911. Also part of the package is the choice of four Sega trademark camera views. Climb into the car, on the hood or take your choice of two trailing views. Another stellar aspect of the game's performance is in the real sound effects recorded at actual racing events.

In all, *Super Car* represents what is obviously the next step in arcade racing games and, with the details of Sega's Saturn upgrade starting to come to the surface, we can be sure that a home version is not far behind. Until then, getting to the arcade to climb into one of these big deluxe units promises to be an experience like no other.



The photo-realistic graphics of AM2's *Super Car* are only the beginning of the fun.



1-3 *Super Car* offers several viewpoints for the ultimate in custom driving conditions. We recommend the first person views for top speed effects.



1 The feeling of immense speed is evident, even in these still shots. 2-3 Racing through unusual settings, such as the coliseum or the airport, makes the game even more thrilling.



1 Combine the ultra high definition graphics with the kind of control you've come to expect from Sega and you've got *Super Car*. 2 Though the Saturn may not be able to do a game like this right now, the rumored upgrade will certainly give it a fighting chance. 3-4 With detailed models of cars, like the Dodge Viper and Porsche 911, *Super Car* is almost the real thing.



1-4 Built with a deluxe racing cabinet, *Super Car* is about as close as most of us will ever get to driving through city streets at 100-plus m.p.h.

IMAGINE

IMAGINE GAMES NETWORK

MARCH EVENTS

M 3 — 6:00PM

CONTEST
Win a special customized PlayStation in this *PSX Power* sponsored contest.

T 4 — 4:00PM

SUPER Q & A DAY
Today's *Next Generation* Q&A will answer 30 of your burning questions.

W 5 — 6:00PM

CONTEST
N64.com will host an online contest with Otaku items as prizes. In all, 10 cool toys, stickers, or wacky games will be handed to *N64.com* readers.

T 6 — 1:00PM

POLL
Retro gaming: Single screen games vs. Polygon madness. Which is better? You decide in this *Saturn World* poll.

F 7 — 6:00PM

WIN BIG!
Test your gaming skills and win the game of your choice for the system of your choice in our huge *Ultra Game Players* trivia quiz.

10 — 3:00PM

SNEAK PEEK
PSX Power gives you an exclusive first look at a major new PlayStation game.

11 — 6:00PM

POLL
What's your prediction for the M2? Success? Failure? Never see the market? Let the world know what you think with this *Next Generation* poll.

12 — 1:00PM

DOOM CONTEST
In conjunction with Midway Home Entertainment, *N64.com* will hold a Doom 64 contest, with questions based on previous Doom 64 reports found only on *N64.com*. The winners will receive free Doom 64 games for the Nintendo 64.

13 — 6:00PM

POLL
Role Playing Games: Why are they good, and how come they're not as popular outside Japan? Take the *Saturn World* poll.

14 — 6:00PM

ASK THE EXPERTS
Ultra Game Players sends your questions straight to the top. Ask Nintendo why Luigi isn't in Mario 64, or find out why Sonic Xtreme was put on hold. Anything you want to know, we'll tell you the answer, online.

NEXT GENERATION ONLINE
http//www.next-generation.com

ULTRA GAME PLAYERS
http//www.ultragp.com

http//w

Every day, one of the five sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features. ***And they're all absolutely free.***

All you have to do is check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

http//:www.imaginegames.com

17 6:00PM

ASK SONY

Send your questions about Sony and the PlayStation to ***PSX Power***, and we'll pass them on to Sony. Sony's answers will be posted on the site soon after.

18 6:00PM

POLL

What's your favorite 3D shooter for the PlayStation? Vote now at ***Next Generation.***

19 4:00PM

TOP TEN LIST

Send in your top 10 games, and help to create a games wish list to be sent to Nintendo of America. ***N64.com*** will post the 'What gamers want' poll on this day.

20 6:00PM

NETLINK GAMERS UNITE

Get to know your fellow NetLink users! NetLink owners and gamers can find out who owns what and who wants to challenge on ***Saturn World's*** E-mail white pages.

21 6:00PM

INDUSTRY SECRETS

Ultra Game Players exposes the muck behind Mario, the truth about Tetris. Scandal, gossip and crime in the games industry. Your chance to get the skinny in our exclusive exposé.

24 3:00PM

CONTEST

PSX Power.gives away a massive Street Fighter package, including Street Fighter Alpha 1 & 2, a set of collectible Street Fighter 2 figurines, and other cool SF stuff.

25 1:00PM

FIVE DEMO DAY

Five new PC/Mac demos are added to the ***Next Generation*** site for your downloading pleasure.

26 6:00PM

INTERVIEW

Ask your questions in an exclusive online interview with a developer from a Nintendo 64 third-party developer on ***N64.com's*** Palace.

27 6:00PM

PALACE CHAT

Get to know the developers for the latest in Saturn gaming only on the ***Saturn World*** Palace.

28 3:00PM

READER ART

Get your pens, pencils, mice and scanners ready as we display a gallery of reader art, live, online and broadcast to thousands of ***Ultra Game Players*** Online fans.

SATURN WORLD

ww.saturnworld.com

http//www.n64.com

PSX POWER

http//www.psxpower.com

Conquest Earth

SYSTEM: PC CD-Rom
PUBLISHER: Data Design
DEVELOPER: Eidos
RELEASE DATE: April

Eidos successfully invades the strategy genre

With real time strategy games becoming all the rage, is it any wonder that Eidos seeks to join the fray? In looking at the elements used in currently successful strategy titles like *WarCraft 2* and *Command & Conquer*, Eidos saw some aspects it liked, and others it didn't. With that criteria in mind, it has set about trying to create the 'next big thing' in the strategy genre: *Conquest Earth*.

The plot of the game revolves around futuristic combat between Jovians (that means from Jupiter) and Earthlings. The Jovians have a huge technological advantage over the humans, which allows them such marvels as personal force fields, shape changing ability, and 'Predator-like invisibility'.

There are two major new improvements in gameplay that *Conquest Earth* adds that haven't been seen in any existing products. The first is the simple, but potentially important addition of 'way points'. Traditionally, in a game like *Command & Conquer*, if a player selected a unit, and told it to go from point A to point B, it would go there in the most direct route possible, regardless of whether or not it passed through a wall of enemy tanks where it would be subsequently destroyed. *Conquest Earth* allows you to string together a series of destinations so that you can control the exact path a unit takes as it attacks (or flees from) an enemy. The other feature isn't so much an addition as it is a merging of two genres. Instead of ordering a unit to go off and attack an enemy, you may take direct control of the unit and make the attack manually. The result is a game that is similar to *Cannon Fodder*. Bear in mind that it is not imperative to take control. The computer can control the unit as it would in the more traditional strategy games, but as players get better at the game, they will be able to become more effective than the computer would be by itself.



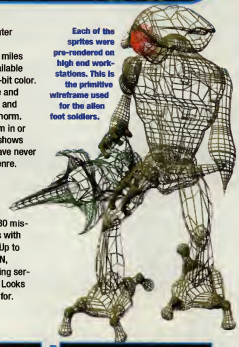
These little guys are the most basic unit of the alien invasion force. Cute, huh?



1 See the level of detail on the beautifully rendered units and the transparency of the explosions? Can't do that with 256 colors. 2 During night missions, vehicle headlights are important for seeing things that go boom in the night. 3 Note that the interface for those playing the aliens is very different from what one would consider... er... well, for lack of a better word, normal. 4 The humans need to repel those pesky aliens from their base.

Graphically, the game is miles beyond any of its currently available competitors, with stunning 16-bit color. True transparencies for smoke and explosion effects are possible, and beautiful light-sourcing is the norm. Players have the ability to zoom in or out on the action. Zooming in shows massive levels of detail that have never been seen in a game of this genre. Details include burn marks on the soil, bodies staying where they fall, treadmarks left on the ground and more.

The full game will have 30 missions over 15 different terrains with both night and day scenarios. Up to eight player multiplayer via LAN, Internet and major online gaming services will be available as well. Looks like this is one game to watch for.



Each of the sprites were pre-rendered on high end workstations. This is the primitive wireframe used for the alien foot soldiers.



1 This glider is about to take a beating from the mobile rocket launcher. Note how the turret of the rocket launcher can fire in one direction despite the fact it is moving in a different direction. 2 Looks like the humans are minus one missile base. 3 This communications center has a decidedly Sci-Fi movie look to it.

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Thunder Truck Rally

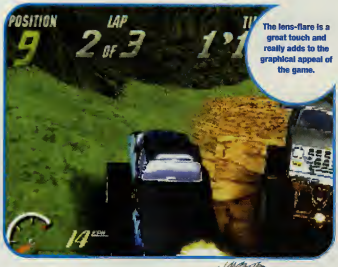
SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
DEVELOPER: REFLECTIONS
RELEASE DATE: APRIL

Where the trucks have huge tires and the sheep are nervous

Off-road racing has suddenly become an extremely popular genre, with games like *TNN Hardcore 4X4*, *Rally Cross*, *Test Drive Off-Road*, and now, *Thunder Truck Rally*. So what separates *TTR* from the rest of the mud-slinging pack? For one thing, *TTR* is being developed by Reflections, which is the same company responsible for the impressive *Destruction Derby 2*. Add to that a list of features not available in other games, like an endurance mode, mud bog, and drivers with some personality and you can see why *TTR* is one of the most anticipated off-road titles yet.

The graphics are sharp, if unspectacular, and the eight tracks feature giant hills, snow, lava, and sheep (yes, I said sheep). You race against eight other cars and can compete in a deep circuit season which is very similar to *DD2*'s. The monster trucks vary from a hummer to a van to a VW bug on steroids and each one handles differently. All of the tracks feature shortcuts and the cars can literally go wherever their suspension will take them. Despite all these features and options, it has yet to be proved that an off-road racing game is fun. The only game of this type that we've played and truly enjoyed is Sega Rally, but with Psygnosis' and Reflections' track record, we do remain hopeful for *TTR*.

The detailed crash engine of *DD2* is definitely one of the best features of *TTR* and, if it finishes up as nice as Reflections' other titles, then this could very well be the off-road champion.



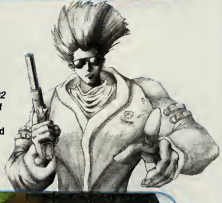
The lens-flare is a great touch and really adds to the graphical appeal of the game.





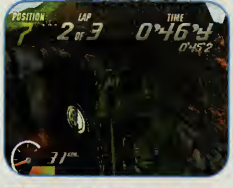


1 With eight other cars to race against, there are plenty of collisions.
2 If you get stuck, you can call for a helicopter pick-up, however, you should expect the jeers of 'wuss-copter!' from your peers.
3 Every hill and ledge effects the way your car handles, making it a true off-road experience.

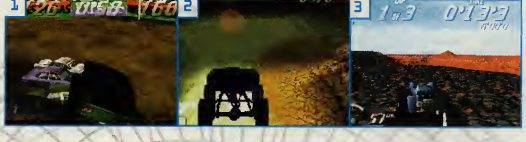




Each of the cars has its own driver, from sexy to just plain scary. This is one element that is exclusive to *Thunder Truck Rally*.



The car crash mode lets you trample other cars without having to deal with those pesky insurance companies.

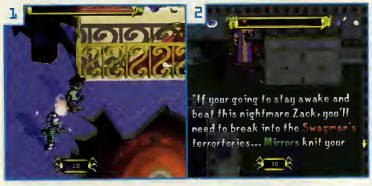


1-3 The variety in tracks has you driving through snow, lava, and making some major jumps.

Swagman

SYSTEM: PlayStation, Saturn
PUBLISHER: Eidos
DEVELOPER: Core
RELEASE DATE: April

Hot off the massive success of *Tomb Raider*, Core Design and Eidos Interactive are switching gears with *Swagman*, a different kind of graphic adventure. With its seemingly nice and easy pace, the game is more about uncovering secrets than blazing action, but it's certainly not without its action aspects, either. Centered around a young boy's struggle against Swagman — an evil creature of the night — the player must explore the bizarre environments (more than 15 different zones) while battling Swagman's evil cronies. In typical adventure game fashion, the game is played by collecting items, finding secret rooms and solving increasingly difficult puzzles. The detailed rendered environments are reminiscent of a Tim Burton movie *(The Nightmare Before Christmas, Beetlejuice)* and the characters (including the hero and heroine) all share a certain spooky personality. The game's look is a little on the young side, but early indications suggest a sophisticated gameplay model.



1 Perilous environments are found through almost every door. 2 Uncovering secrets along the way is the real key to success.



1 With artwork reminiscent of *The Nightmare Before Christmas, Swagman* casts a spooky shadow. 2 Collecting items such as keys and bombs will help you solve the mysteries of the game. 3 Swagman's evil henchmen litter the game.

Wild Arms

SYSTEM: PlayStation
PUBLISHER: Sony
DEVELOPER: Media Vision, Inc.
RELEASE DATE: May

RPGs have become incredibly popular lately, with Konami's *Suikoden* entering at number one on at least one retail store's best seller list, and the imminent arrival of *Final Fantasy VII*, sadly delayed until the fall. The time seems right for *Wild Arms*, a new RPG displaying all of the classic elements, plus a few surprises.

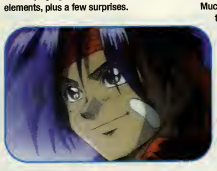
Taking place on the mystical planet of Fargaia, *Wild Arms* tells the tale of a group of three young strangers, brought together to defeat the growing menace of the Metal Demons. It's classic RPG fare, and fans of the genre will feel comfortable with the complex storyline and distinctly Japanese anime style.

Much like *Suikoden*, the main chunk of the game — the exploration — is sprite-based. However, taking some cues from *FFVII*, the fighting sequences are decidedly 3D. The cute super-deformed heroes take on polygonal bodies and cast special-effect laden spells that take full advantage of the PlayStation's hardware.

Wild Arms may not be the game that breaks RPGs to the masses, but it probably won't disappoint the already initiated.



The fighting sequences are executed in the standard turn-based style that most RPG's use.



***Wild Arms* is a traditional Japanese RPG, right down to the heavy anime style.**



1 Taking a cue from *Final Fantasy VII*, all of the fighting takes place in 3D environments. 2 The spells and special attacks can be pretty spectacular. 3 The bulk of the game is sprite-based.

Final Fantasy VII

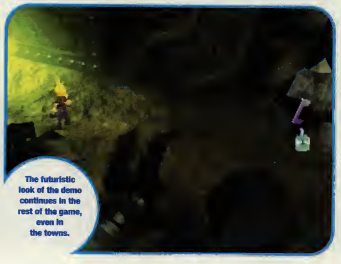
SYSTEM: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SQUARE
RELEASE DATE: SEPTEMBER

More pics, more info, and just plain more!

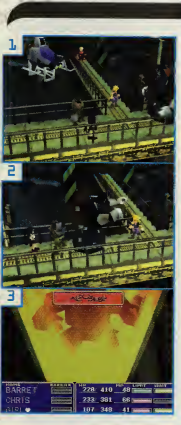
Squaresoft's *Final Fantasy* series has been one of the most popular in all of videogame history, and with good reason. From the first *Final Fantasy* (on the NES) on up, Square has consistently created an experience that even the Jaded Gamer © himself couldn't help but love. Now they're gearing up to do it all again with number *VII* (that's four more than *III*, for those who are counting), and from what we've seen, it's sure to change the way we look at games forever. Recently, we got an opportunity to check out some new shots, which are apparently from the first of three disks that will be included with *FFVII*, and even this first disk has more variety than any other RPG currently available. Every single scene has been gorgeously prerendered, the end result being more like a movie (but in a good way) than just a game. In fact, producer Hironobu Sakaguchi stated, 'I want this game to have the look and detail of a movie', and to accomplish this, Square has had two teams of 100 people working on the game 24 hours a day. The beautiful FMV sequences blend almost unnoticeably into the actual gameplay to create a cinematic feel that has no equal.

Most of the story elements are still under wraps, but we do know that the game centers around Cloud, a young ex-soldier who has joined up with Avalanche, a group of rebels determined to overthrow Shinra. Shinra is the controlling government on Cloud's planet, and is draining the planet of its energy in a merciless manner. Accompanying Cloud are Barrett, a heavy-weight with a special gatling gun arm, and Aerith, a healing witch with a staff. The story takes place in the city of Midgar, a low-tech behemoth with the Shinra power plant at its epicenter. In fact, the game looks like no other. The mixture of traditional (or low-tech) architecture and futuristic buildings is nothing short of genius. The game begins with Cloud and his companions setting a bomb at the power station, and from there you go into the city to interact with citizens and continue on your journey. You actually have to go back and blow up the power plant again, before moving on too far. Other things you have to do include everything from going to the gym to taking on a disguise and going into a strange dance club. Because the game we were playing was still in Japanese, we didn't get a feel for the whole story, but you can be sure that the plot will be extensive and detailed, and will encompass many twists and sub-plots.

Final Fantasy fans will recognize Square's familiar combat style right away. The game features a turn-based fighting system, with characters having



The futuristic look of the demo continues in the rest of the game, even in the towns.



1-3 The first *FFVII* boss is revealed! Here the helicopter takes away the head bad guy, then the rather large henchman moves in for battle.



Barret is one mean-looking tough guy.



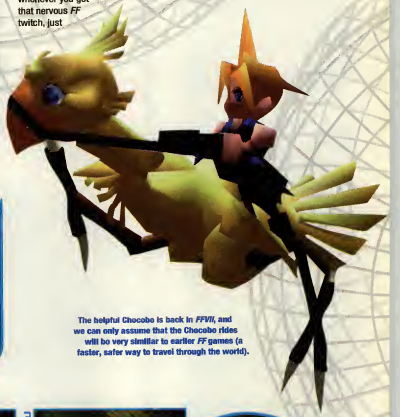
1-4 Some more awesome cut-scenes were revealed, like this one with Cloud hanging on for dear life, then falling right into the lap of another love interest.

only a certain amount of time to attack before the enemy does. Once that happens, you must wait until your character's time gauge fills up again. There is also a 'rage' meter, which monitors the amount of damage that character has sustained. Once you cross the rage threshold, a new special attack can be executed.

During combat, different camera angles can be chosen, from traditional isometric overhead to a first-person POV. The spells are just spectacular, and have to be seen to be believed. Square has pulled out all the stops for the spell sequences, and uses every special effect in the PlayStation library. *Final Fantasy VII* is undeniably one of the most anticipated games of this year, if not the most. Square is counting on the game doing well, not only in Japan, where RPGs have been traditionally well received, but also in America. Unfortunately, the U.S. version won't make it out until September, but whenever you get that nervous *FF* twitch, just pick up another copy of ***ULTRA GP*** and we'll feed your fix with the best and most *FFVII* info anywhere.

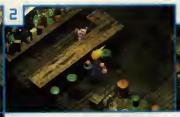


The smoke coming off houses and the lighting effects create a completely believable environment.



The helpful Chocobo is back in *FFVII*, and we can only assume that the Chocobo rides will be very similar to earlier *FF* games (a faster, safer way to travel through the world).





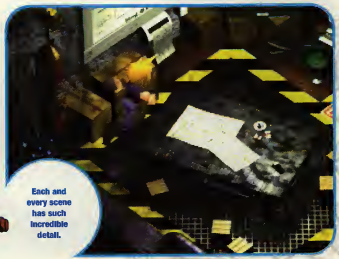




1-4 The Avalanche secret HQ is unveiled beneath an old pinball machine. Finding secret areas like this requires talking to the townspeople.







Each and every scene has such incredible detail.



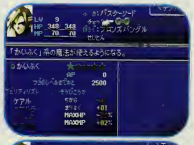
1-6 The all new shots of the city show amazing depth and detail.

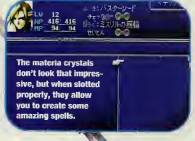


This large house is just one of the many amazing sights in this game.

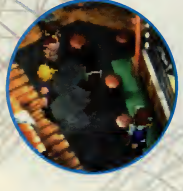


All of the art created for *Final Fantasy VII* is a combination of traditional anime-style art and a *Blade Runnerish*-future look. The combination is exceptional.





The materia crystals don't look that impressive, but when slotted properly, they allow you to create some amazing spells.



New Material

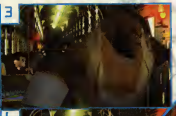
One new element that was revealed in our latest look at *FFVII* was the materia system. Much like the orbs of *FFIII*, the materia crystals are gathered or bought and used for special commands. The definition of materia is a green jewel that draws out the power of living things. Materia can be slotted as weapon, armor, or an item to draw out the hidden untapped abilities of living things. There are five types of materia and, with the right combination, any character can perform even the most amazing magical spells.

The summon materia allows the user to summon different beasts. There is a materia for each beast, like Leviathan and Titan. The magic materia helps cast spells in three different areas: attack, curative, and support. Command materia gives the user a special command that they can use, such as steal or sketch. Independent materia alters parameters like Strength and Intelligence. Finally, the support materia enables the user to combine other materia for more effective results.

This materia system allows even more depth in what has to be considered one of the deepest games ever made.





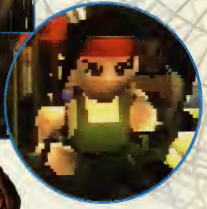








1-6 Traveling to different parts of the city takes place in this amazingly detailed train, complete with miniature gangsters.





At other points in the game, the gang of adventurers take to foot on the tracks.



One of the classic elements of the *FF* series is the deep storyline. And it's good to see that *FFVII* has the usual love interest and plot twists that fans love. We already know of two young ladies that our hero Cloud takes a liking to.



The futuristic world appears to obsessed with TV. Nearly every scene has a TV in it.







1-3 The incredible variety of pieces makes each shot in *Final Fantasy VII* completely new. Here we see Cloud traveling all over the place, even to the waffle house. What really makes these scenes come to life are the moving characters who really make you feel like you're in a living world.

Pitfall 3D

SYSTEM: PlayStation
PUBLISHER: Activision
DEVELOPER: Activision
RELEASE DATE: April

An old classic returns with a new look

The *Pitfall* series started with the beginning of gaming on the Atari 2600 and has continued on each generation of systems with the most recent being *Pitfall: The Mayan Adventure* on the Sega CD, Super NES, and Genesis. As is suggested by the name, the latest adventure is in full 3D, but still features the familiar vines, alligators, and jungle atmosphere. However, in *Pitfall 3D*, there are magical beasts and weapons that make the adventure a much more dramatic affair.

Eidos' *Tomb Raider* has set the standard for Indiana Jones-type adventure games and the developers at Activision know that *Pitfall 3D* must live up to and surpass Lara's adventure in order to achieve the critical and commercial success they desire. First off, the developers were quick to point out that *Pitfall* will have much more action than *Tomb Raider* and won't focus on the puzzles. The game features a wide variety of landscapes, enemies, and a unique weapon that morphs its shape and size according to its powers. Besides looking extremely cool, the weapon is capable of a variety of projectiles and close-in attacks. In an effort to take out some of the awkwardness of 3D fighting, the developers have made it so that attacking automatically tracks when in close. This should help ease the frustration of trying to get your character turned around before he is slaughtered.

The game is still early in development, but the character animations, for both the hero and the enemies, were amazing. Even simple moves like the sidestep were meticulously created to give the game a fresh look around every corner. For example, 'sidestep left' and 'sidestep right' each has its own animation. It's this attention to detail and the overall commitment of the team that makes *Pitfall 3D* such a promising title.



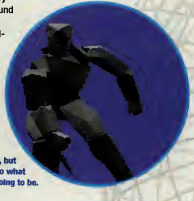
Special effects and beautiful textures make *Pitfall 3D* a very promising title.







1 One of the enemies that the developers have finished is this ground monster, which morphs from the ground, then attacks by throwing rocks. 2 You can already see the great variety in the backgrounds. 3 The fully 3D environment should offer some different play elements.



Pitfall Harry still isn't final, but this image is pretty close to what the final polygons are going to be.



The developers are spending a great deal of time on the animation. All of these stills are from a simple side-step. Now that's detail.



1-2 All of the bosses in *Pitfall 3D* are going to be big and bad. This snake-like boss is the first example. He's looking pretty damn mean.

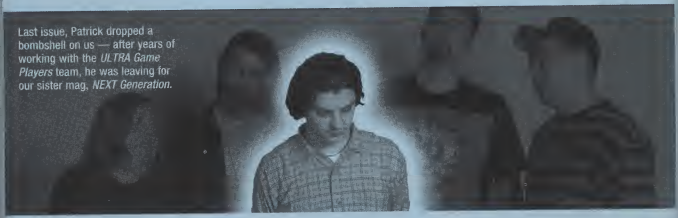
ULTRA GAME PLAYERS

EXCLUSIVE! Subscriber's newsletter

150 North Hill Drive
Brisbane, CA 94005

YES, WE HAVE NO BAGGATTA

IT'S TRUE — PATRICK HAS LEFT. THE LOVE IS GONE.



Last issue, Patrick dropped a bombshell on us — after years of working with the *ULTRA Game Players* team, he was leaving for our sister mag, *NEXT Generation.*

We should have seen it coming...



Patrick had begun to pull some pretty mean pranks on us. After this stunt, Mike wasn't able to play sports games for nearly a week.



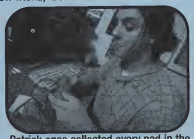
Ah Patrick, we hardly knew ye, even after all those years. Maybe someday you'll win your inner war.



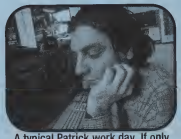
Patrick also seemed more and more disatisfied with actually having to play the games, which would explain why he went over to *NEXT Generation.*



Near the end, he refused to speak to any of us, and only confided in his new friend, 'BoBo'.



Patrick once collected every pad in the office, then felt them up, one by one.



A typical Patrick work day. If only he could write pages in DreamLand.



A telling picture from last year's Christmas party. It all seems so obvious now.

EVIL PATRICK MASK

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Saturn Bomberman

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: HUDSON SOFT
RELEASE DATE: APRIL

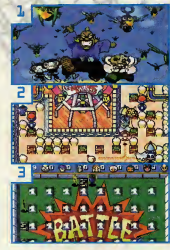


Some ideas are just timeless. Planting bombs in a walled arena and then running like hell is one of them. Never before, however, could so many people get in on the action as in the new ten-player *Saturn Bomberman*. In this, the latest version of Hudson Soft's classic multi-player game, the action is taken to a whole new level with new characters, special weapons, arenas and the best animated sequences ever. The game features all the classic gameplay of the series, including a one-player quest mode and multi-player battle mode, but there are now new and advanced ranking systems included in the game as well. All in all, this is due to be far and away the most ambitious *Bomberman* game on the market. If you love the series, already you're likely to flip over the ten-player mode.

The ten-player feature alone sets this version of *Bomberman* apart from any other.



1-2 The different arenas help to make the game a different experience every time.



1 Some of the best *Bomberman* animation ever is included in this game. 2 The one-player mode is a great way to practice for the battle mode. 3 The kangaroos are back!

The City of Lost Children

SYSTEM: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: PSYGNOSIS
RELEASE DATE: APRIL

Based on the French film of the same name, *The City of Lost Children* is a gorgeously rendered graphic adventure with all the bizarre qualities and cinematic feel of the movie. The game is centered around a team of evil kidnappers, while the player must find a way to free the victimized children from their tragic circumstances. In doing so, the mysteries of the unusual city and its strange inhabitants will have to be uncovered through solving a series of traditional adventure game puzzles. What is truly to be appreciated about *The City of Lost Children* at this point is the remarkable job of recreating the highly stylized movie set and the depth and twisted nature of the plot. Graphically, the reality of the set is cemented through the use of dramatic real-time lighting effects and amazingly life-like animation. For adventure game fans, this could well be something special and even more so for fans of the movie.





***The City of Lost Children* takes a page from the *Resident Evil/FFVII* book with pre-rendered backgrounds and real-time characters.**

1 Fans of the movie will recognize the extremely detailed representation of the fantasy sets. 2 Extremely life-like animation and voice acting helps to bring the characters to life. 3 Finding items and using them at the right time are all part of solving the mysteries of the game. 4 With bizarre characters at every turn, *City of Lost Children* is not your every day story.

Time Crisis

SYSTEM: PLAYSTATION
PUBLISHER: NAMCO
DEVELOPER: NAMCO
RELEASE DATE: JUNE

Namco's Virtua Cop-beating coin-op is coming home, and it's packing!

Two years ago, *Time Crisis* completely revolutionized the gun game genre with a new pedal system that allowed the player to hide behind crates and tables while reloading the gun. It warranted an award from ***ULTRA Game Players*** as the most innovative arcade game of the year. Now Namco is set to bring home the game, with a revolutionary new gun to boot.

Time Crisis will come packed with Namco's own GunCon (around $69 or so together), which is by far the most accurate lightgun ever for the home. What allows the GunCon to be so accurate is that it hooks into the video out of the PlayStation to give it precision like no other gun. The gun also features an extra button on either side which is used like the pedal to duck behind obstacles and reload. *Time Crisis* will not support any other gun and the GunCon won't work with any other game, but because they are packed together it doesn't really matter.

What made *Time Crisis* such an exciting title in the arcades was the hide and shoot aspect that had gamers actually ducking in the arcades. The story and levels of the arcade are going to be expanded further for the home so that the game isn't so short. Namco is planning at least two full extra stages (for a total of 5) on the PlayStation. The variety in areas and enemies is another element that makes *Time Crisis* such an exciting game.

Much like *Virtua Cop*, you can shoot the enemies in different places for different reactions. All of the backgrounds react to being hit by bullets, with glass breaking and cars exploding.

The graphics are nearly as good as the arcade and with the incredibly accurate gun and expanded levels, *Time Crisis* could very well be the best light-gun game ever brought to the home.



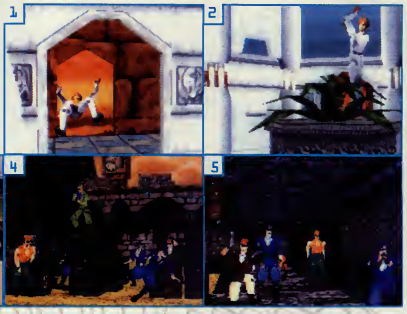
Turning a corner in *Time Crisis* is never safe, because there's often a whole army of enemies right in your face.



The variety in levels and enemies makes *Time Crisis* a treat to play. However, even with the extra PlayStation stages, it still could be a bit short.



Namco's GunCon, easily the most accurate light gun game on the market, will be packed in with the game.



1-2 The boss characters offer an incredible challenge with their crazy patterns.
3-5 Shooting guys behind shields and crates or in windows becomes the norm, but it is never easy.

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Release List

* NOTE: All release dates are subject to change at any time

March

Nintendo 64

Dark Rift - Vic Tokai
Doom 64 - Williams Entertainment
FIFA '97 - Electronic Arts
GoldenEye - Nintendo
Turok: Dinosaur Hunter - Acclaim

PlayStation

Ark of Time - Koei
Armed - Interplay
Battlestations - Electronic Arts
Bedlam - GT Interactive
Castlevania Bloodlines - Konami
Codename: Tenka - Psygnosis
Demon Driver - Philips Interactive
Dream Knight - Jaleco
Fatal Fury - Sony CE
ID4 - Fox Interactive
Jajamaru - Jaleco
Killing Time - Acclaim
Kowloon's Gate - Sony CE
Lethal Enforcer I & II - Konami
Mechwarrior 2 - Activision
Near Death - Atlus Software
Onside Soccer - American Technos
Rally Cross - Sony CE
Red Asphalt - Interplay
Shadoan - Ready Soft
Soul Blade - Namco-Hometek, Inc.
Super Motorcross - Acclaim
Syndicate Wars - Electronic Arts
The City of Lost Children - Psygnosis
The Fallen - Psygnosis
Thunder Truck Rally - Psygnosis
Tigershark - GT Interactive
WCW Vs. World - T+HQ
Wing Commander IV - Origin
3D Baseball - Crystal Dynamics

Saturn

Albert Odyssey - Working Designs
Broken Helix - Konami
Castlevania Bloodlines - Konami
Dark Sun - Data East
Die Hard Arcade - Sega
Fighters Mega Mix - Sega
ID4 - Fox Interactive
Jeopardy - Gametek
Killing Time - Acclaim
NBA Live '97 - Electronic Arts
Project Overkill - Konami
Scud - SegaSoft
Shadoan - Ready Soft
Shredfest - Electronic Arts
Ten Pin Alley - ASC Games
VR Pool - Interplay
Wheel of Fortune - Gametek

PC

Adidas Power Soccer (Win 95) - Psygnosis
British Open Golf - Looking Glass
Dark Earth - Mindscape
Dark Forces II: Jedi Knight (Win 95) - LucasArts
Ecstatica 2 (Win 95) - Psygnosis
Fallen Haven - Interactive Magic
Hexen (Win 95) - GT Interactive
ID4 (Win 95) - Fox Interactive
Interstate 76 (Win 95) - Activision
Into The Void - Playmates Interactive Ent.
Jack Nicklaus Four - Accolade
Klev - Schwerpunkt
Mortificator (Win 95) - Playmates Interactive Ent.
Power F1 - EIDOS Interactive
Rush Hour (Win 95) - Psygnosis
Sentient (DOS/Win 95) - Psygnosis
Star Command - GT Interactive
Starfleet Academy (Win 95) - Interplay
Terracide (Win 95) - EIDOS Interactive
Test Drive Offroad - Accolade
The Last Express - Broderbund
Theme Hospital - Electronic Arts
Thunder Truck Rally (DOS/Win 95) - Psygnosis
VR Baseball - Interplay
VR Golf (Win 95) - Interplay
Wipeout XL Direct 3D Version (Win 95) - Psygnosis

April

Nintendo 64

Blast Corp. - Nintendo
Ken Griffey Jr. Baseball - Nintendo
Kirby's Air Ride - Nintendo

PlayStation

Aaron vs. Ruth - Mindscape
Down In The Dumps - Philips Interactive
Grand Slam '97 - Virgin
Hard Boiled - GT Interactive
MVP Baseball - Data East
Need For Speed 2 - Electronic Arts
Nightmare Creatures - Mindscape
Pinky and the Brain - Konami
QAD - Philips Interactive
Rage Racer - Namco
Shining Sword - American Laser Games
VR Baseball - Interplay

Saturn

Battlestations - Electronic Arts
Dream Knight - Jaleco
Grand Slam '97 - Virgin
Hard Boiled - GT Interactive
Jajamaru - Jaleco
Manx TT - Sega
Mechwarrior 2 - Activision
MVP Baseball - Data East
Spiked - Sega
Syndicate Wars - Electronic Arts
Tecmo Super Bowl - Tecmo
VR Baseball - Interplay

PC

Grand Slam '97 (Win 95) - Virgin
Shadow Warrior - GT Interactive
World Series Baseball (Win 95) - SegaSoftt

May

Nintendo 64

Star Fox 64 - Nintendo
War Gods - Williams Entertainment

PlayStation

Ball Blazer Champ - LucasArts
Kumite: The Fighter's Edge - Konami
MDK - Playmates Ent. Inc.
MVP College Football - Data East
Resident Evil 2 - Capcom
Spawn - Sony CE
War Gods - Williams Entertainment

Saturn

Extreme Pinball - Electronic Arts
Kumite: The Fighter's Edge - Konami
Magic Knight Rayearth - Working Designs
MVP College Football - Data East
Pinky and the Brain - Konami
Super Motorcross - Acclaim
Wing Commander 3 - Origin

June

Nintendo 64

Robotech: Crystal Dreams - Philips Interactive

PlayStation

Alien Striker - Atlus Software
Mortal Kombat 2 - Acclaim
The 11th Hour - Virgin
Wild Nines - Interplay

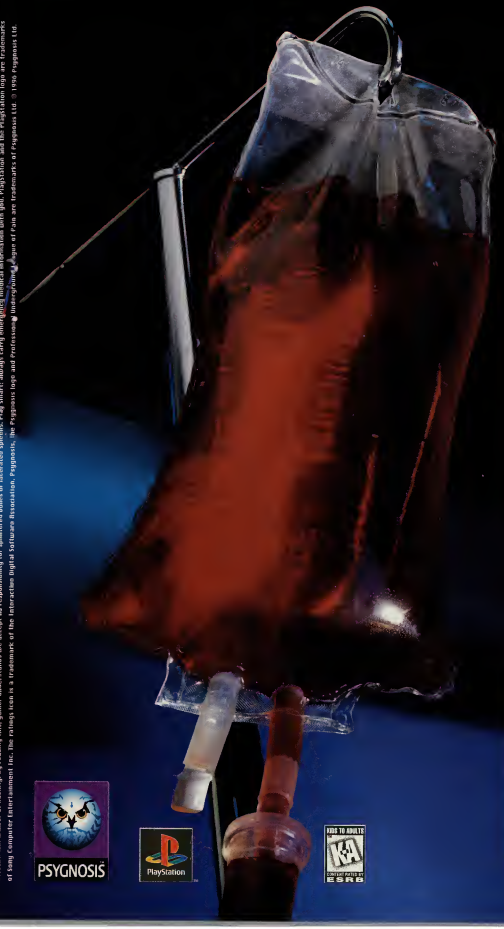
Saturn

Alien Striker - Atlus Software
Descent - Interplay
Ultimate Football - Sega
Wild Nines - Interplay

PC

Galactic Conquest - The 3DD Company
Unreal - GT Interactive

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PSYGNOSIS

PlayStation

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REVIEWS

Welcome to the most comprehensive reviews section anywhere.

You guys wouldn't believe the amount of pain and suffering we go through to produce this reviews section. First, we've gotta get all these games that no one else has ever seen. Then, as if that wasn't bad enough, we've gotta sit down and play the damn things until our fingers bleed. Finally, we gotta write down what we thought of the game in somewhat comprehensible English! We gotta tell you: it's a nightmare!

But then we think of you gamers out there, and how you depend on us to take the pain, so that you'll know what games are good and what games stink on ice, and we just pick up that heavy burden and continue gaming, 'cuz that's the kinda guys we are, you know? We do it all for you...



Get into a brawl with the ladies from *Fighters Megamix*! The action starts on page 68.

062 Carnage Heart
065 Codename: Tenka
061 Diablo
069 Fighters Megamix
064 Hexen
058 Mario Kart 64
070 Master Of Orion 2
079 NBA Live '97
066 Spider
067 Tigershark

Inside The Score Box

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

• GRAPHICS How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• MUSIC Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• SOUND EFFECTS Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**

• INTERACTION How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• BALANCE Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**

• DEPTH Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• EXTRAS Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• PRESENTATION Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• INNOVATION A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• RATING The total sum of all the categories, divided by 23.



The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 90, it earns our *ULTRA Award*. This is our guarantee that you'll love these games, so don't miss 'em!

Rating

The system is the result of hours of gameplay and endless toil, resulting in the most in-depth (and, uh... complex) rating in the industry.

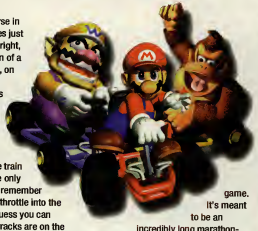
100 Extraordinary	80-89 Very Good	60-69 Average	40-49 Seriously Flawed
90-99 Ultra	70-79 Good	50-59 Lacking	0-39 Unforgivable

MARIO KART 64

Nintendo's latest comes in a solid second, but doesn't quite take the lead

Even though it sold well over a million copies on the Super NES, I still think of *Super Mario Kart* as a cult title. It's ironic then, that *Mario Kart 64* is entering the scene in the exact opposite situation, as one of Nintendo's few big-time money games of 1997. This time around, the sequel is in the spotlight, and it will take a small miracle to live up to everyone's tremendous expectations. It's a good thing then, that miracles just happen to be something that Nintendo routinely pulls off.

As with any racing game, track design is the real key to whether the action is any fun or not. A good track will keep a player on his toes, throwing new challenges at him around every turn. It should also be unique when compared to other tracks.



Nearly every course in *Mario Kart 64* does just about everything right, with the exception of a few. For example, on the city highway track, all you do is crawl around slow, drawn out turns with no changes, visual or otherwise. The same goes for the train course, where the only thing you have to remember is not to race full-throttle into the side of a train. I guess you can argue that these tracks are on the two easiest levels, but in replay, they're just bland. Worst of all, the Rainbow Road course at the very end is probably the worst track in the game. It's meant to be an incredibly long marathon-type race, but the only real challenge is keeping your eyes open for more than one lap. Fortunately, these tracks only stand out because the rest of the courses are so well done.



1 One of the coolest things about this game are all of the cameo appearences by classic Mario characters, like the penguin... 2 ...and this bruiser, both of whom earned their fame in *Mario 64*.



Don't let the cartoony graphics fool you — the action in *Mario Kart 64* is as intense as it gets!

After the standard jump in graphics, Nintendo's next 64-bit touch comes with the upgrade in control. While the joystick feels good when sliding your way around the track, the nuances of analog control are lost in the quick, hard turns and fast-paced action. It's okay, though. If for no other reason, the joystick feels great simply because it's 'looser' than a digital pad, and that matches the wild, near out-of-control feel of the karts perfectly.

Gameplay. This is where the original excelled. *Mario Kart 64* plays very well also. Even after you've beaten the game, you'll find yourself playing it again just for the fun of it. There is one rough spot, though. For some reason, Nintendo decided that when your opponents are behind you, they get faster, so they always manage to keep up with you. So, after hours of practice, you may have perfected the absolute perfect way to take a particular turn, but it doesn't matter. Not in Grand Prix competition, because the other guys just become that much faster and catch up. It's actually easier to come from five spots back and win than it is to protect the lead in the final lap. In a way, I can see

1 There are eight characters to choose from, but they all pretty much race the same. 2 Big jumps like these are made even more dramatic with a cool kind of 'zooming' effect. 3 Beat the game and you'll earn the Mirror Mode, which lets you race all the tracks with the turns reversed. 4 Notice the excellent light-sourcing in the tunnel.









MULTI-PLAYER MADNESS

1 The standard four-player race mode is a blast, but can be a bit too chaotic with everyone firing off weapons all the time. 2 The two-player race is perhaps even more fun, with a little more emphasis on the actual racing in favor of the weapons. Plus you can see a lot more of the track. 3 Four-player Battle Mode is always good, solid fun. It's tougher to play than in the original *Mario Kart*, but well worth the extra effort.





1 These are the new item boxes. You drive through them to pick up weapons. 2 The only challenge on this course is not to crash into the train... bor-ring.

Nintendo's reasoning: with so many crazy items and weapons interfering with the racing, the action could become too chaotic. So, to ensure that each race would be balanced and competitive, Nintendo lets everyone cheat a little. Still, I think that things could've been handled much better if Nintendo had given it more thought.

While I'm at it, I have one other complaint. After beating the game, the rewards just aren't good enough. The standard cup ending is simple and uninspired, and quickly becomes tedious. Even the full ending isn't anything special. Lots of other things look intriguing at first, like the Princess' castle (which you find off-road on one of the later tracks), but when you find out that it's just there for looks, it's disappointing. We've come to expect that anything out of the ordinary is worth looking into, and that if we look hard enough, we'll be rewarded with something special. Nintendo has trained us to play its games that way. And when we look, and there's nothing there... that stinks.



Stupid moles! On one track these pesky critters pop out of the ground randomly, causing you to crash and get really mad.



Still, despite these fairly sizeable concerns, there's no denying that this game is incredibly fun. If you bought a Nintendo 64 just because of *Mario 64*, then you're going to buy this game. However, if you're the type of player who hopes that Nintendo will one day put blood in all its games, you should still give this one a look. Hey, it's from Nintendo (of Japan) — what else do you need to know?

● CHRIS



1 Cool — you've just found the Princess' castle off-road! Not so cool — after racing around it for hours, you realize that it's worthless. 2-4 Ta-daa! You just completed a set of courses, and earned a cup! Guess what you get — yep, that same ol' 'cup presentation' scene that you've seen every time you get a cup. And it was lame the first time you saw it!

ALTERNATIVES
Motor Toon GP 8.1
Street Racer 8.8

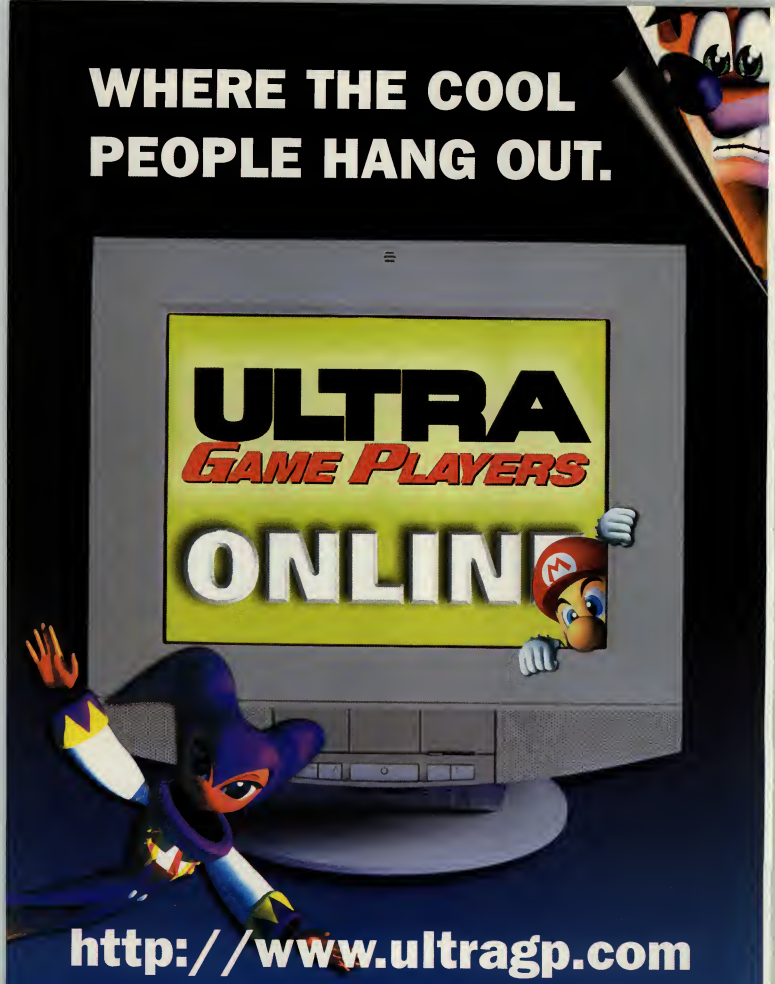
THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	9
MUSIC	8	BALANCE	7	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	8	INNOVATION	8

8.1

WHERE THE COOL PEOPLE HANG OUT.



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コンピューターゲーム

REVIEW

PC CD-ROM

DIABLO

Blizzard's latest is an addictive dungeon hack-and-slasher with style

Combining a simple interface, beautiful light-sourced graphics, scary rendered monsters, and addictive gameplay, Blizzard has created a role-playing game that will have you hooked to the computer monitor for days.

The game is very much like the old arcade classic *Gauntlet*, and your job is similar — wander deeper and deeper down levels of a dungeon, killing monsters and finding items. However, Blizzard's title contains much more depth than *Gauntlet* ever did. As your character gains experience, you can modify the stats to fit your personal taste. Each level of the dungeon is randomly generated when a new game starts, so no matter how many times you play, each level will be new. In the same sense, the quests are chosen from a huge library, so it will be a long time before you repeat deeds, although the main overall story remains the same.

The random generation does little to kill the visual beauty of the game, however. Each monster is carefully rendered, and on the larger ones you can even see the bulge of individual muscles. Each of the three characters you can play — sorcerer, fighter, and rogue — has their own abilities, and each looks different. When you arm a weapon, the graphics change to reflect the new item. Even the dungeons themselves have small details that bring the game to life, such as torches that cast a rosy glow on nearby walls.

The variety of weapons and spells keep the game fresh. Magical weapons and armor mean an unlimited number of options when outfitting your character, and after exploring several levels, plenty of spells are available to any sort of magic user.

Diablo also comes with the introduction of battle.net, Blizzard's new free online multi-player service. If you have a 32-bit connection to the Internet, through an Internet service provider (ISP) or a direct connection, you can join three other adventurers in exploring the dungeons. The game also supports modem and serial connections for two, or local area network (LAN) for four.

Diablo revolves around killing everything in sight and continuing deeper into the dungeon. Ultimately, the game is simply a hack-and-slasher with beautiful graphics and unlimited replay value. As long as you realize killing things is the point of the game, you won't be disappointed.

● MIKE WOLF

REQUIREMENTS

- Windows 95
- Dbl-Speed CD-ROM Drive
- Pentium 60MHz
- 8MB RAM
- 4MB Hard-Drive Space
- Local Bus SVGA Video Card
- Mouse
- Supported Sound Card











1 ***Diablo*** **has enough spells to make any aspiring sorcerer happy. 2 Using Blizzard's new battle.net service, you can play people from all over the country. 3 The Town Portal spell will bring you safely back to town and remain open for your return to the dungeon. 4 The overall story is told in various tomes found along the way. 5 The monsters have amazing detail, including the bones under this demon's wings.**



The detail in each level is stunning, with little extras that bring the game to life.

ALTERNATIVES

The Elder Scrolls: Daggerfall 8.8

Witchaven 8.5

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	9	EXTRAS	8
MUSIC	10	BALANCE	8	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	7	INNOVATION	9

8.8

GENRE. STRATEGY ● PLAYERS. 1 TO 4 ● PUBLISHER. SONY ● DEVELOPER. ARTDINK ● RATING. KA ● M.S.R.P. ¥40-60

REVIEW

PLAYSTATION プレイステーション

CARNAGE HEART

Warning! You may be too stupid to play this game!

Set in the late 21st century, *Carnage Heart* presents the struggle of the World Federation against the mighty business conglomerate known as Drakken. In the future, Mankind utilizes robotic combatants called 'Over Kill Engines' to do its dirty work. The key to victory lies in the ability to program these armored behemoths.

It is precisely this unique focus on designing, programming, and the management of the requisite resources that make *Carnage Heart* like no other home-console game ever released. The entire turn-based gameplay is centered around strategically designing, programming, and producing OKEs. The design portion of the equation requires the player to select the type of mech and decide upon its weaponry, CPU, engine, armor, radar and electronic warfare components. The key to gameplay success is discovering the exact balance between the use of available components, component development and acquisition, and the optimization of mech design to match a player's battle strategy.

Despite the importance of all the different strategy elements in *Carnage Heart*, the single most important skill required for victory is the icon-based programming system. Every action that an OKE makes in the game must be anticipated and programmed into the mech's CPU by the player, utilizing exact command icons arranged in complex flowchart-style. *Carnage Heart*'s challenge and complexity may be daunting, but the sheer number of different command icons, adjustable icon parameters, and the near-infinite combinations in which they can be assembled results in an extraordinary amount of depth.

The only true drawback to the gameplay offered by *Carnage Heart* is the steep learning curve it requires of the player. It remains to be seen whether the multitude of action-happy PlayStation gamers can embrace a game that only rewards by showing the outcome of cerebral inputs. Most likely, they will not, but for the minority that perseveres, *Carnage Heart* will become an addiction. Sony should be commended for offering such a unique, challenging game for the home-console market.

● ROGER BURCHILL





The Tactical Map displays units and bases and where to best engage the enemy.



Instead of Hand/Eye coordination, *Carnage Heart* emphasizes Brain/Mind coordination.

ALTERNATIVES
C&C: Red Alert 8.0
Dragon Force 8.5
Iron Storm 9.5



1 Designing an OKE that optimizes a player's strategy is the key to success. 2 Understanding and effectively programming the mech's CPU is the key to gameplay. 3 A Test Mode allows designs to be evaluated before they face the heat of battle. 4 Managing resources is important if that great OKE design is to be produced in sufficient quantities.

THE LINE

RATING **8.6**

● AUDIO & VIDEO		● GAMEPLAY		● SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	8
MUSIC	7	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	7	DEPTH	10	INNOVATION	9

DOOM 64.

We made it the toughest ever because you look so good in black.

DOOM 64

THIS IS WHY THEY MADE THE N64

The last and most brutal Doom™ there will ever be. Enhanced for the N64 with even more twisted challenging levels plus new looks for all your old friends and weapons. Only the N64 could handle a Doom this tough. So now you can go out in a blaze of glory. Or a body bag.





MATURE M AGES 17+ ESRB

NINTENDO 64

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MIDWAY

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REVIEW

SATURN

セガ サターン

HEXEN

Attention, wizards and warriors, your game is here



The ancient *Doom* engine developed by the legendary id Software team may lie at its core, but *Hexen* shows gamers that a dated engine and archaic graphics don't matter when coupled with entertaining gameplay and skillful level design. *Hexen*, simply put, is an superior first person adventure. In a world driven into slavery and darkness by the arcane forces of the Hell Riders, three heroes come together to fulfill a destiny, which will lead them into a final confrontation against the three leaders of the Hell Knights.

These three heroes consist of a Fighter, a Cleric, and a Mage — each character possessing powerful and unique attributes.

After diving into the game, players will soon learn that *Hexen* is chock full of intricate puzzles, devilish monsters, and complex mazes. The atmosphere is set very early in the game, with gloomy scenery mixed with flushed earth-tone colors. The climate also effects the game environment, with ice-covered floors serving as obstacles for the player. The game's puzzles are sure to keep the player involved for hours, as he or she runs from one end of a gigantic maze to the other, while switching levers and buttons to activate doors, portals, and secret passages.

Monsters come in all sorts of shapes and sizes, yet one can't help noticing the mindlessness of the monster AI. When monsters spot the player, they consistently engage in a no holds barred attack with no sign of cunning. The player's strategy to survive these encounters is a no brainer — kill, or be killed. Despite the simplicity of the AI, enemies still pose a threat, especially when they attack in numbers.

Despite being an entertaining game, the Saturn version of *Hexen* does have its technical flaws. The frame rate, while being smooth for the most part, sometimes slows to a crawl — especially when mind-blowing earthquakes occur. The grainy graphics, laden with horrible pixelation problems, can best be described as stomach churning. Even when compared to its two-year-old PC sibling, the Saturn version looks inferior. On the flip side, *Hexen*'s new soundtrack is leaps and bounds more inspiring than the PC version.



The powerful spells are quite spectacular and enhance the fantasy atmosphere of the game.



Puzzle elements help *Hexen*'s gameplay from becoming a monotonous routine of slashing and killing.

Immersive audio experience provide one heck of a treat.

In the end, *Hexen* may be a little dated when compared to *Quake* or the forthcoming *Doom 64*, but its sleek level design and difficult quest campaign are sure to keep gamers busy and entertained for a long time.

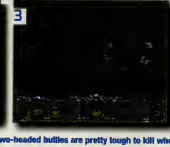
● JASON MONTES

ALTERNATIVES

Dark Savior 8.0
Witchhaven 2 5.3
King's Field II 7.3









1 *Hexen*'s item, weapon, and spell interfaces are simplistic and easy to use. 2 These two-headed bullies are pretty tough to kill when using the Mage's powers. 3 The AI is best described as consistent; the monsters enjoy launching relentless attacks upon the player. 4 *Hexen*'s graphics may be inferior, but the game is quite fun and challenging.

THE LINE

RATING

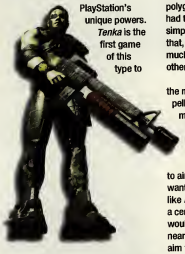
● AUDIO & VIDEO		● GAMEPLAY		● SPECIAL	
GRAPHICS	5	INTERACTION	8	EXTRAS	8
MUSIC	8	BALANCE	8	PRESENTATION	7
SOUND EFFECTS	7	DEPTH	9	INNOVATION	6

7.4

CODENAME: TENKA

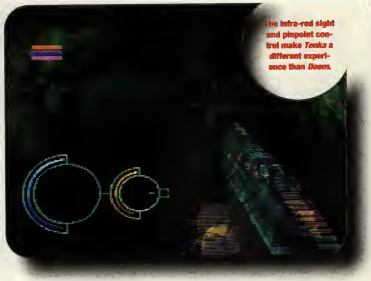
Is this the PlayStation's answer to Quake or just another hallway shooter?

The hallway shooter has made a smooth transition from the PC to the console, but only *Tenka* and *Disruptor* have been developed to take full advantage of the PlayStation's unique powers. *Tenka* is the first game of this type to have a completely 3D environment and polygonal enemies as well. This ends up being good and bad. It's really nice to see real 3D enemies, but with all the polygons on screen, they had to make the enemies simpler and, because of that, they don't have as much life as some of the other games of this genre.



Tenka may not be the most complete or compelling 3D shooter on the market, but it is easily the most innovative. One of the bright points is the infrared sight that allows you to aim exactly where you want. Previously, in games like *Doom*, you just turned a certain way and the gun would automatically aim at the nearest enemy. In *Tenka*, you have to aim towards the enemy and then look up and down until you find the enemy in your sights. This makes *Tenka* a much trickier and slower paced experience than games like *Doom*. Some who prefer the frantic pace may not be able to work with the elaborate controls. However, once you get good at *Tenka*, there is a great deal more satisfaction gained by each kill.

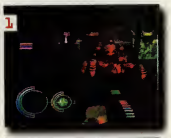
The level design is decent, but is definitely one of the weaker points of this game. The levels all seem to take advantage of *Tenka*'s true 3D experience, but they all seem to do it in nearly the same way. How many times can you shoot a robot that's floating down a flight of stairs before it stops being exciting? Another cool feature is being able to crawl through the air vents, but again *Tenka* uses this over and over again throughout the game, which really cheapens what could've been a really cool secret passage on one level.



The infra-red sight and pinpoint control make *Tenka* a different experience than *Doom*.

When all is said and done, *Tenka* is a very good game that kept me interested for a long time, but the potential of this title was never realized. It could've been in the same league as *Quake*, but the enemies, story, and levels lacked their own personality and left *Tenka* just short of what it should have been.

● MIKE SALMON









1-2 The enemies in *Tenka* are in true 3D, but the simple polygons just lack the personality of other games of this type. **3** Crawling through the air vents is awesome the first time. After the 21st time, it's just a real narrow hallway. **4** Taking out enemies high and low is one of *Tenka*'s best features.

ALTERNATIVES
Disruptor 9.2
Final Doom 8.0
King's Field II 7.8

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	9
MUSIC	9	BALANCE	8	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	8	INNOVATION	10

RATING **8.1**

REVIEW

PLAYSTATION

プレイステーション

SPIDER

What has eight legs and a rocket launcher?

The world of a spider can be an extremely scary place, with its constant threat of danger from other predators and the many treacheries of everyday life. *Spider*, from BMG, introduces the player to one such insect with a few exceptional attributes, coming in the form of missile launching, poison spraying and boomerang-tossing cyber legs. Playing as a desperate spider in a chaotic cybernetic environment, *Spider* gives the player a chance to explore a 3D world the way a real arachnid might, while taking out some dirty little bugs along the way.



While exploring the 3D landscapes, the experienced player will recognize a host of traditional platform elements and familiar gameplay tricks revamped and updated to fit the new format. Unfortunately, outside of looking much better, these elements are often as tired as they've ever been.

Spider represents the latest addition to the '2D gameplay with 3D graphics' club, and therefore visually promises more freedom than it delivers. The game does, however, tend to make up for it with the added access of being able to explore the walls and underside of the 3D structures. The game also allows a good many route choices within its varied levels. What ends up getting in the way of the exploration is the harsh 'two hits and you're dead' rule, which creates constant trepidation, as opposed to the eagerness that could be felt while getting into the game. Also working to counter the desire to explore is the continuous string of cheap platform tricks, such as hiding an enemy just beyond the camera's field of vision. These instances cause frustration and seriously limit the game's appeal.

While *Spider* does get snagged by gameplay traps, it's not without its charms. The graphics are nice and the 3D effect of twisting around the complex landscapes is satisfying. *Spider* also comes close to creating great gameplay with elements such as the guided missile and poison gas cyber legs. While definitely not all bad, *Spider* shows plenty of promise, but it doesn't quite live up to its potential.



All the traditional platform elements from the 16-bit glory days are back.

PATRICK BAGGATTA











1 The cyber legs strewn throughout the game give the Spider some fantastic abilities. 2-3 *Spider* offers tons of varied levels to explore — each with a unique graphic style. 4 Being able to crawl on the walls and ceilings helps to open up the exploration aspect of the game. 5 The ability to choose different paths gives the game an added replay value.

ALTERNATIVES

Pandemonium 8.1
Crash Bandicoot 8.6
Nights 9.3

THE LINE

RATING

6.8

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	6	EXTRAS	8
MUSIC	7	BALANCE	5	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	8	INNOVATION	5

TIGER SHARK

Going down? This submerged shooter ain't no Aquanaut's Holiday

Just over two years ago, n-Space opened its doors and, like Single Trac, it was one of Sony's first development houses. While its first title was canceled in the wake of SCEA's rocky beginnings, the group has resurfaced with GT Interactive and *Tigershark*, the first undersea shooter for the PlayStation.

The story begins 100 years in the future, when most of Japan has been sunk in an earthquake brought on by dangerous geothermal energy tests. The Russians have seized what's left, and it's up to the player to single-handedly destroy the Russian navy and stop them from continuing these earth-threatening experiments. From either a cockpit or chase-view, players pilot a high speed Tigershark 'subfoil', which runs like a hydrofoil on water, but can also dive below the surface as a fighter sub.

Of course, the Tigershark (which is a Bat Boat look-alike) comes armed to the teeth with various missiles and guns. The game plays like an underwater cross between *Warhawk* and *Black Dawn*. Each of the nine levels has multiple objectives, and numerous enemies swarm your craft while you escort submarines and destroy underwater bases. The first few levels are extremely tough, so much so that the gameplay almost doesn't feel quite balanced (finding the scarce power-ups are the key to survival). The control is tight, with the exception of a jerky barrel roll feature that can leave you helplessly careening around upside down and taking damage.



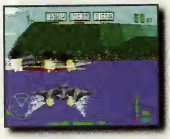
1 Free this friendly sub from the mines and escort it home. 2 Attack enemy ships from below... 3 ...or above! 4 These power stations have tough self defense capabilities. Look out below!!!



Deep beneath the ocean lies the ruins of Japan.

The high level of detail in the polygonal enemies is the game's graphical highlight, with slick underwater installations and cool prototype subs. While the explosions, light-sourcing and morphing terrain textures are decent, the game features that annoyingly close fog, as seen in *Magic Carpet* and *Thunderstrike 2*. Nor has the undersea world been nearly as well developed as what we've seen in early versions of Virgin's *Treasures of the Deep*. The guitar/synthesizer music, simply put, is non-intrusive. It doesn't get annoying, but it doesn't excite you, either. The sound effects are slightly better, with rumbling depth charge booms and sharp plasma blasts.

Tigershark is sure to challenge veterans who scoff at the ease of other shooters. While the game has some above average qualities, and shortcomings as well, it's a solid enough title that neither really sucks nor really rocks.



When surfaced, the enemy gunboats will swarm your ship, but they'll sink fairly easily under fire.

● TOM RUSSO

ALTERNATIVES

Black Dawn	8.5
Bogey Dead 6	7.2
Thunderstrike 2	8.2
Warhawk	9.2

THE LINE

RATING

● AUDIO & VIDEO		● GAMEPLAY		● SPECIAL	
GRAPHICS	7	INTERACTION	7	EXTRAS	7
MUSIC	7	BALANCE	6	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	8	INNOVATION	7

7.1

FIGHTERS MEGAMIX

A fighting game fan's dream come true





1-3 **The *Virtua Fighter 2* characters have all been enhanced, and can execute a majority of the special moves, throws, and combos found in *Virtua Fighter 3*.**



Wow! — Akira vs. Bahn! With *Megamix*, AM2 fans can finally see who's tougher.

Having already released the best arcade fighting game ever in the form of *Virtua Fighter 3*, AM2 has decided to please fighting fans once again. *Fighters Megamix* has a simple premise — take one of the most innovative fighting games of all time *(Virtua Fighter 2)* and combine it with another AM2 classic *(Fighting Vipers)* to form one of the most interesting and ground breaking titles of 1997.

While simply combining these two games would be a monumental task in itself, the gurus of the AM2 team have gone the extra distance to make *Fighters Megamix* a fighting game like no other. One of the first enhancements you will notice are the character and background graphics. Gone now are the blocky, polygon-ish looking *VF2* characters. They have been given a major overhaul, and now resemble the look of the *Fighting Vipers* with their more realistic, gouraud shaded designs. The backgrounds have been revamped as well, with several new arenas added to keep the fighting fresh and unique.

There are two type of arenas to choose from, Open and Walled. The open stages, which are taken from the *Virtua Fighter* series, have been greatly enlarged to eliminate ring-outs. Since there are no walls to use against your opponent, the *Virtua Fighter* characters have the slight advantage. But in the walled areas, the *Fighting Vipers* are at their best. Using these various environments to your advantage is extremely important, and a useful strategy to learn.

To add even further depth and replay value, new special moves have been added to the game. The *Virtua Fighter 2* characters now have the ability to execute a majority of their *VF3* attacks and combos, allowing you to practice new techniques that can be used in the arcades. Not to be left out, the *Fighting Vipers* have also learned some new attacks which help to balance out the gameplay a little bit better. To take advantage of the 3D environments, a dodge button has been implemented. Much like the 'Escape' button used in *Virtua Fighter 3*, it allows characters to move freely around the playing field and sidestep incoming attacks. No longer are gamers limited to simply blocking, as dodging an opponent's combo and then counter attacking is now an available and very viable option.

As with other Sega fighting games, *Fighters Megamix* is packed with extra options and secrets. There are 22 initially playable characters, with at least 12 hidden ones, ranging from Kid Akira to Janet, the female cop from the *Virtua Cop* series. The now traditional practice mode is also present, which helps players to learn and perfect all the new moves and combos. Other features include a survival mode and a team battle mode where you can compete using your favorite group of characters.

1 Use the training mode to perfect your special moves and combos. 2 There are no longer ring outs, so battles tend to last longer. 3 Little details, such as the plane flying overhead, give a unique feel to each arena. 4 The team mode lets you fight using your favorite group of characters.









Strategy As Deep As It Gets



1 You can choose to fight in a particular type of stage, or just simply set it to random. 2 There are several different paths to choose from when playing in one-player mode.





1-4 There are several techniques in *Fighters Megamix* that can be used to better fight your opponents. Using the 'shoulder' buttons on the controller causes your character to sidestep, which can be used to evade your opponent's attacks. When in a closed arena, use the walls to your advantage by knocking your opponents into them. They will normally stay in the air longer, allowing you to get in a few more hits before they land. Reversals are an effective way to counter attacks, but only a few characters such as Pai and Akira have them.



Despite the appeal of the title, there are a few problems with *Fighters Megamix* that should be mentioned. A few of the stages have some severe slowdown when certain moves are executed. While this is a major problem, it only seems to occur with certain characters and running attacks. Raxel's elevator stage seems to suffer the most from this problem. Another weakness happens to be in the graphics department. Due to the large number of polygons used in the various stages and characters, *Fighters Megamix* runs at a much lower resolution than *Virtua Fighter 2*. This causes some of the characters to look a bit pixelated at times.

It is important to point out, however, that this is a problem easily overlooked after a few minutes of playing the game.

Despite its flaws, *Fighters Megamix* is still one of the best home fighting games ever. No, it doesn't have the balance or refinement of games like *Virtua Fighter 2*, but it wasn't meant to. It is a celebration of Sega's monumental success in the fighting games genre, and quite simply an amazing achievement. It is a joy to play, and in the end that is pretty much all that matters.



There are a vast number of unique characters to choose from.

• STEPHEN FROST



1-3 Several of the hidden characters in *Fighters Megamix* come from other AM2 games such as *Virtua Cop*, *Daytona USA*, and *Sonic: The Fighters*. They range from the cute to the simply bizarre.

ALTERNATIVES
Fighting Vipers 9.5
Tekken 2 9.1
Tobal No. 1 9.0

THE LINE

• AUDIO & VIDEO		• GAMEPLAY		• SPECIAL	
GRAPHICS	8	INTERACTION	10	EXTRAS	10
MUSIC	8	BALANCE	9	PRESENTATION	10
SOUND EFFECTS	8	DEPTH	10	INNOVATION	10

RATING **9.1**

REVIEW

PC CD-ROM

コンピューターゲーム

MASTER OF ORION 2

Bigger and better than the first one? Well, mostly bigger

Have you ever wondered why the Emperor in *Return of the Jedi* looks so old? That's because ruling a galaxy is a pain. Designing ships, controlling tax rates, and negotiating with alien allies takes a lot out of you, but megalomania feels good, dammit! Absolute power and unprecedented realism were the first *Master of Orion*'s strengths, and its sequel takes it to extremes, with mixed results.

The first *Master of Orion* played like *Civilization* in space, down to race negotiation and colonization. This time around though, Microprose rolls everything and the kitchen sink into *MOO II*. It takes all sorts of features from games like the original *MOO* to *Deadlock*. In addition to controlling planets and galactic trade, you can also micromanage planetary populations, colonize planets in the same solar system, and build colony improvements a la *Civilization*.

An old *MOO* favorite, ship design, has gotten more complex, with subdivisions for firing arcs and a variety of beam defenses. You can design an infinite number of ships without worrying about the arbitrary six design limit from the original. Players may refit older ships, so you can keep them running without wasting money. Making ships is OK, but combat is where the real fun begins.

War is inevitable, so it's no wonder Microprose came up with a kick-ass battle system. It's turn-based, not real time, which is good, because there are a lot of orders. It takes a huge number of variables into account, including firing computations and ship boarding. For players who feel it's too complex, an Auto Play function is available.

However, in terms of graphics, the game's new look leaves a bit to be desired. You'll find a lot of gratuitous animation slowing your game down. If your machine isn't configured correctly, each menu change takes an extra half-second to access the CD. The interface isn't as friendly as the first either, requiring serious menu searching before you get used to the way it operates.

MOO II is deeper and even more involving than the first, but at the expense of user-friendliness.

JEFF CHEN

REQUIREMENTS

- Windows 95 /DOS 6.0
- 66Mhz 486SX/90Mhz
- Pentium recommended
- 2X CD-ROM
- 8MB RAM/16 Recommended
- 75-79 MB hard drive space
- SVGA graphics
- Mouse
- Modem,Null Modem for 2pyr
- IPX Network for 8 Player


1


2


3


4


5



On the planet management level, *MOO II* looks suspiciously close to *Civilization*. However, it works well, so why knock it?

1 Research is important if you want to survive. Over 100 technologies are available, so choose wisely! 2 Interface problem: popup windows take up a quarter of your screen. 3 Heroes add bonuses to ships or colonies, but they ain't cheap. 4 How's this for depth? You can even colonize planets within a system. 5 One of the greatest improvements is the new queuing system, which lets you schedule products in advance.

ALTERNATIVES

C&C: Red Alert 8.8
Dragon Force 8.5
Iron Storm 9.5

THE LINE

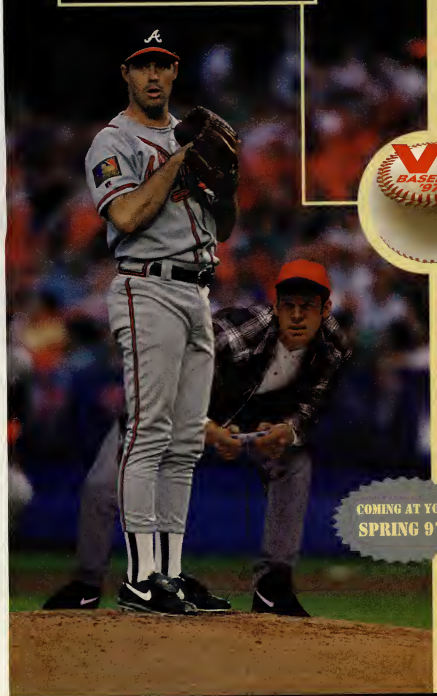
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	7	EXTRAS	6
MUSIC	7	BALANCE	9	PRESENTATION	9
SOUND EFFECTS	7	DEPTH	10	INNOVATION	8

RATING

8.1

VR BASEBALL TIP 3

AVOID NICKNAMES LIKE "MEAT" AND "BUS BOY" BY TAKING A FEW PRACTICE TOSSES IN THE BULLPEN BEFORE THE GAME.



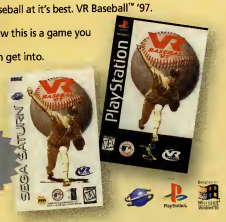
COMING AT YOU SPRING 97!

INTRODUCING VR BASEBALL™ '97

It's just a game like the Green Monster is just an outfield fence. Because VR Baseball™ '97 is a real-time 360° 3-D Major League Baseball® world that only the pros have experienced. Until now. Feel the adrenaline as you face Greg Maddux's heat. Make split second decisions as you tag up, steal, execute a squeeze play, or stretch out a double. But you better know your stuff. Because here the players run, hit, slide and throw based on their actual MLB™ stats. There's even an endurance meter which gauges when players get tired. (Better make sure there's a reliever in the bullpen.) From the first pitch to the last out, it's baseball at it's best. VR Baseball™ '97. Now this is a game you can get into.



You may want to dust off after a slide. Virtual FieldVision lets you play in real-time from any camera perspective.



VR SPORTS

THE DIFFERENCE IS REAL.™

Updated rosters, stats, uniform designs and team logos for 1997.

Check out VR Baseball '97 at www.vrsports.com for free tips and a demo.

AGES TO ADULTS

CONTENT RATED BY ESRB

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ULTRA
GAME PLAYERS

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ISSUE 94 — 02/97

COVER STORY:
Turok: Dinosaur Hunter
Very first look at:
Tekken 3

STRATEGIES:
Virtua Fighter 3
moves list
Virtua Cop 2
Mortal Kombat Trilogy



ISSUE 93 — 01/97

COVER STORY:
ULTRA Game Players SD
Big Predictions for
videogames in 1997!

STRATEGIES:
Tomb Raider, Part Two
Wipeout XL
WaveRace 64
Street Fighter
Alpha 2



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Which system is best?
The year's top games
1997 Preview
Christmas Nights

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Tobal No. 1
Super Mario 64



ISSUE 91 — 12/96

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WaveRace 64
Soviet Strike
Fighting Vipers
Formula One

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Ultimate MK3
Crash Bandicoot



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WaveRace 64
Virtual On
Ultima IX

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N. Brio Levels



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Tobal No. 1
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Star Gladiator
SF Alpha 2
Last Bronx

STRATEGIES:
Super Mario 64 Hints
Tekken 2 Combo List



ISSUE 88 — 09/96

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Crash Bandicoot
Sonic X-Treme
Tekken 2
Mortal Kombat Trilogy

STRATEGIES:
International Track
& Field
Golden Axe: The Duel



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3D Page E3 Coverage
Super Mario 64

STRATEGIES:
Olympic Summer
Games Exclusive
Huge Game Shark
Codes Section



ISSUE 86 — 07/96

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Wipeout XL
Sonic X-Treme, Part 2

STRATEGIES:
Toshinden 2
Panzer Dragoon
II Zwei



ISSUE 85 — 06/96

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ISSUE 84 — 05/96

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STRATEGIES:	Resident Evil,Part 2 Killer Instinct 2

ISSUE 83 — 04/96

COVER STORY:	Next-gen RPG's
STRATEGIES:	Resident Evil, part 1 Street Fighter Alpha

ISSUE 82 — 03/96

COVER STORY:	Panzer Dragoon II Zwei
STRATEGIES:	D, Fighting Vipers NFL Gameday,

ISSUE 81 — 02/96

COVER STORY:	PlayStation Sports
STRATEGIES:	Donkey Kong Country 2, Sega Rally Championship

ISSUE 80 — 01/96

COVER STORY:	Nintendo 64: First Look
STRATEGIES:	Gigantic Virtua Fighter Strategy

The best sports videogame coverage anywhere, from gamers who actually play real sports

SPORTSLINE

Welcome once again to Sportsline, where there's no Jordan rules, no Jordan cologne, absolutely no Jordan bashing, and a whole bunch of 'Roster Guards'. On that note, we take a deeper look at NBA Shootout for the PlayStation and NBA Live for the PC, which are the last two NBA games of the season. Then, for good measure, I've thrown in a few quick tips for how to frustrate your friends and dominate in NBA In The Zone 2. As if I hadn't already done enough for you ungrateful scum, I give you a first look at Konami's N64 soccer game and the revamped VR Baseball.

This is just the beginning of what is going to be an incredible year in sports games. I predict that by the end of '97, sports videogames are going to finally make that giant leap to the next level. EA has converted all of its series to polygons and for its next trick, EA needs to (re-install (or re-invent) that classic gameplay. Meanwhile, newcomers like VR Sports, Virgin, and Konami are going to release sequels and entirely new games. And let's not forget Sony, who will shock the world with a fully polygonal football game that plays even better than Gameday '97. This is all in the future, but for right now, just enjoy the great games you already own and keep an eye on these rather green (a little too green, if you ask me) pages for all the exciting information and screens.

By the way, drop me a line and let me know what you think of Sportsline and its ongoing metamorphosis (unless you don't like it. In that case, keep it to yourself).

● Mike Salmon
Mike Salmon@gm.imagine-inc.com

STILL PLAYING

NFL GAMEDAY '97

You know I've already ranted and raved about what an amazing game *NFL Gameday '97* is, but it just keeps getting better. I played my Vikings through their second season on 'Hall Of Fame' difficulty level and fell one game shy of the Super Bowl. What made this season so amazing was the up and down battle throughout the year. I'd win a couple of games and think I had it all figured out, then a tough team like the Packers would come into town and absolutely destroy me. I can honestly say that this game has given me more enjoyment than any football game since the first *Madden*, and my standards have gotten much higher since then. If you haven't picked up a copy of *Gameday '97* yet, you're a fool. Get it — it is well worth the price.



With features like Total Control Passing, *Gameday '97* never gets old.

ULTRA PLAYBOOK

NBA IN THE ZONE 2

Hey, it's still the best hoops game around, but to take full advantage of this game (and your friends), I've included a few tips from the best *Zone* players in the office.

If your opponent is trying to spin and drive his way by you, press the triangle to plant your feet and take the charge. Then the announcers will call you a 'steady' player. (not really...)



To really frustrate the other team, bring your man to right in front of the inbounds pass and, when you hear him press the pass button, press steal to take the inbounds for yourself.





1- The easiest way to score two is the alley-oop. Pass the ball to one side or the other, then throw up the alley-oop. It's almost always good for two. 2- Once the defense starts playing you for the alley-oop, watch how the pressure on the ball is decreased. Now you can start draining those threes without anyone in your face. 3- If they come out for the shot, give 'em the alley-oop. 4- When you shoot the ball, send the shooter for the rebound. Get him in front, box-out (triangle), then jump up for the put-back. It's a great way for second opportunities.

VR BASEBALL '97

Can VR Sports step up to the plate and compete with the big boys?



1-2 The polygons have been drastically improved from last year. Just check out how smooth the shoes and gloves are.
3 All of the real stadiums are here and so is the jumbotron.

Well, VR Sports started off with a bang by releasing *VR Soccer* (a decent playing, great looking game), then *VR Golf* (the best golf game around), but it all came to a screeching halt when *VR Baseball* was wisely canned. Now, after another year of development, *VR Baseball* is finally looking ready for the big leagues.

Last year, I traveled to the development offices in Irvine, and had a chance to play *VR Baseball*. The gameplay was reasonably solid, but the graphics were just atrocious. Apparently a lot of other people felt the same way, so *VR Baseball* was sent back to the drawing board. The main focus was to make the polygonal players and stadiums look as sharp or even sharper than other games coming out. From what I've seen, they have succeeded. The uniforms and players are sharp and detailed, even up close and all of the necessary options have been added. Full stat-tracking for every player, season, exhibition, homerun derby, batting practice, four (yes, I said four!) different uniforms for each team, Ted Turner stadium, and every other option you could ever want are all planned.

The pitching and batting are done in a very unique and realistic manner. The pitcher picks between three pitches: fastball, curveball, and a unique pitch, depending on who is on the mound, then picks a quadrant or area to throw the ball. After it's thrown, the pitcher can put a slight, but realistic amount of aftertouch on the pitch. What makes this system so great is that it gives you total control without using a series of lengthy menu screens or moving around a ball to a certain spot. It's all done without any on-screen indicators that would give away the pitch or location. In order to hit the ball, the batter must time his swing and pick the proper quadrant for best results. For example, if the ball is coming in low and away, the batter needs to press swing and diagonal down-right on the direction pad for the best possible result. If you swing above the ball it will result in a grounder and vice-versa for below it. Again, the batting is done very intuitively and gives you a great deal of control.

If *VR Baseball* can continue to improve its looks and come up with a smooth fielding engine, then it really could be one of the better baseball games this year. I'll give you more on this one as I get an opportunity to play some more.



Every team has four different uniforms and each one comes with a beautifully texture-mapped team logo, name, and number.

THE LINE









1 A wide variety of camera angles give the player the choice of how they want to play the game. 2 The players even have faces, so when you zoom in close you see Mark McGwire's trademark goatee. 3-4 The game looks decent up close, but when you pull back into a camera angle that you usually play with, the game really looks sharp.

NBA SHOOTOUT '97

Can Sony rebound from last year's dismal effort?

Just last year, *NBA Shootout* drew rave reviews from certain (we won't mention them here) unknowledgeable sports reviewers. While the game looked incredible and had some nice features, it was just not the type of basketball game I could get excited about playing. *Shootout '97* hopes to answer the cries of critics like myself and the early version I've been playing does a decent job.

The stiff control of last year's has been replaced by a smooth, fluid action and the dark colors have been brightened for a much nicer look. Also added is motion-capture of high-flying (and often travelling) Warrior's shooting guard Latrell Sprewell. The motion-capture gives the game a much more fluid look, but let's hope that the smooth motions don't slow down the game or get overused. What I mean by the last comment is that seeing Latrell Sprewell dunk and shoot is a beautiful sight, but when every single player on the court does Spree's shots and dunks, it gets quite boring.

The other huge problem with last year's *Shootout* was no stat-tracking. *Shootout '97* fixes that with plenty of stats and a load of tracking. The game also features icon-passing, which was first showcased in *NHL Face Off '97*. This allows for skip passes and quickly being able to get the ball to the intended receiver. At first I didn't think I would like the icon-passing for B-ball, but as I got used to the system, I found it's a great alternative to the traditional method.

This game has improved, but it's going to take a lot more tweaking before this title can hang in the same gym as *In The Zone 2*.



1-3 Would the real Latrell Sprewell please loose the ball out of bounds! With all the players using Spree's moves, it's kind of hard to tell everyone apart (thank God for the uniform numbers).



The graphics are very similar to last year's, but some better polygons and colors give it a nicer look.



Gheerge! I just love it when that tall, geeky, Romanian takes it home!

THE LINE



1-2 A special action button allows you to take the ball behind the back to get by defenders. 3 Glorious stats! This year, they remembered that stat-tracking is a feature that must be included in any serious sports game. 4 You have access to every player on every team with the Roster option.

PUBLISHER: Konami • DEVELOPER: Konami • PRICE: $59.99

PREVIEW

NINTENDO 64

ニンテンドウ 64

j-LEAGUE PERFECT STRIKER

Konami's *International Superstar Soccer* was without equal in the 16-bit soccer competition. Its playability and immense options pushed it beyond even EA's celebrated *FIFA* series. With the launch of the PlayStation, Konami released *Victory Goal* soccer, which played ultra-smooth, but didn't have the depth of its 16-bit predecessor.

Now the creators of these games are set to tackle the N64 with *J-League Perfect Striker* (likely renamed *International Superstar Soccer* here). This game is going to combine the rich simulation features of *ISS* with the smooth gameplay and graphics of *Victory Goal*. The early screenshots of this game look nice, but aren't as impressive as one might expect from the beastly N64. However, the creators ensure us that the game will look and play like nothing else out there.

The analog stick should make the touch on shots and passes more precise than ever, while the four-player simultaneous play should make for some great multi-player gaming. I'll let you know more about this title next month, when I get a chance to play the finished Japanese version.







1 The smooth, fast gameplay should overshadow the not-too impressive graphics of this title.
2 A choice of camera angles allows for playable views up high or a zoom in close on the action.
3 Precise control of shots and passing is what could make *J-League* a game that is comparable to even the mighty *WWS97*.

PUBLISHER: Mindscape • DEVELOPER: MSA • PRICE: $59.99

PREVIEW

PLAYSTATION

プレイステーション

NCAA BASKETBALL: FINAL FOUR '97

This is the first 32-bit college hoops game yet and the early version I have seen looks solid. The game features fully animated motion-captured characters, 3D courts, realistic lighting effects, and a variety of camera choices to display what they hope is the most realistic college hoops game yet. New gameplay features include creating playbooks and utilizing a variety of moves.

Unfortunately, every college B-ball game seems to omit some major college programs and *Final Four* is no different. Big Ten powerhouse Minnesota and consistent NCAA tournament performer North Carolina were both left out of the game (as of press time, these two teams were #11 and #12 in the polls). However, if Mindscape can manage to smooth out the gameplay, then the teams that are there will make this game interesting enough. I'll let you know how this game comes along in the following months.







1 The reflections on the floor and the sharp polygonal players go well together.
2 The motion-captured players move smoothly, but so far they don't move very fast.
3 In attempting to bring the college atmosphere home, they actually recorded NCAA crowds for the sound.

KONAMI

DESTINY

is in your hands.

But time

is running

out.



Real Time Audio Interaction

You'll encounter realistically rendered aliens, scientists, marines, warbots, mutants, hybrids, and computers.



Play on Attitude

When dealing with aliens,you can be nasty or you can be nice. It's your funeral.



20 Minutes of Rendered Cinemas

Highly detailed mini-movies explain your mission, show flashbacks or what's happening on other levels.



4-D Real Time Gameplay

Move wherever you want, whenever you want. Get advice, ask questions. Or just walk away.

Konami® presents Broken Helix™. Brought to you in incredible Real Time 4-D. Where there's no right way – or wrong way to accomplish your mission. You've got to ask questions first and shoot later. Or you just might end up whacking the only guy with the information you need to get out alive. But don't take *too* long, or you'll end up becoming alien luncheon meat. Broken Helix stars Bruce Campbell as Jake Burton, the marine commando explosives expert assigned to find out why scientists are threatening to blow up Area 51, (yes, *that* Area 51) and to stop the mutated aliens from escaping. Either by curing them, or by destroying them. Or you might choose another scenario, that has you turn into an alien–human hybrid. Or perhaps you feel like being an evil scientist this time around. The choice–and the outcome, is totally up to you. So enter the world of Broken Helix, where the only sure thing is that there are no sure things.

BROKEN HELIX

www.konami.com

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NBA LIVE '97

EA's commitment to PC continues with another champion

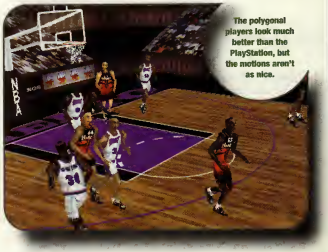
This has long been the best basketball series on the consoles and PC and, while the console version of '97 gave way to the mighty *In The Zone 2*, the PC version has no such competition. For the NBA fan with a PC, there is no other choice than *NBA Live '97*.

With each of its sports titles this year, EA has put more time and effort into the PC version. *NBA Live '97* is no different. However, *Live '97* still suffers from many of the problems that plagued the PlayStation version and some problems that PC sports games have in general. Because there are only two action buttons, the control of the game is extremely limited. There isn't even a steal button, which leaves you wondering what the hell to do on defense. Actually, this game plays exactly like *Live '96* for the Genesis, mainly because there were only two action buttons for that one as well. The all too familiar slippery control is in *Live '97* as well and while long-time fans of the series will see this as familiar, I must say that it isn't an effective way to play the game.

The looks have obviously gone through major changes since last year, with all of the game going to polygons. The polygon figures are big and solid and they really give the game a great look.



1 Every NBA court is represented in incredible detail. 2-3 In-depth ratings and every NBA player ensure that *Live '97* is one of the best PC hoops games ever.



The polygonal players look much better than the PlayStation, but the motions aren't as nice.

Unfortunately, when the game starts moving, it doesn't look near as pretty. The lousy frame rate makes the whole game look jerky and even caused pain to my eyes on a few occasions. You can turn the graphics to low res, but then you really hurt the look of the game.

Possibly the best addition to '97 is the Network play that allows for some great multi-player experiences. What has always separated *Live* and EA from other sports games is the incredible depth. There is a huge playbook for offense and defense and more strategy than any b-ball game available. For this reason alone, *Live* stands at the top of the PC hoops games. However, if you have a PlayStation and a PC, I would strongly suggest *NBA In The Zone 2* for a faster and better playing experience.



1 Due to licensing agreements, *NBA Live '97* is the only hoops game that features the Shaq attack!. 2 Smoothe motion-capture from Mitch Ritchmond is showcased in some amazing dunks like this. 3-4 The different camera angles allow you to see the action up-close or from the nose-bleed seats that I'm accustomed to seeing games at.

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	7	EXTRAS	7
MUSIC	9	BALANCE	8	PRESENTATION	9
SOUND EFFECTS	7	DEPTH	4	INNOVATION	10

7.2

RATED

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of ***ULTRA GP***. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our ***ULTRA Award***. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special red bar with black text. *Don't miss out on these games!!!*

2XTREME
PLAYSTATION • Issue #93 — Rating= 5.9

ANORETTI RACING
PLAYSTATION • Issue #90 — Rating= 8.5

AREA 51
SATURN • Issue #94 — Rating= 6.5

BAKU BAKU
SEGA SATURN • Issue #90 — Rating= 9.5

BLAST CHAMBER
PLAYSTATION • Issue #92 — Rating= 6.4

BUBSY 3D
PLAYSTATION • Issue #92 — Rating= 6.1

BUG TOO!
SATURN • Issue #94 — Rating= 4.5

C&C: RED ALERT
PC • Issue #92 — Rating= 8.8

CONTRA: LEGACY OF WAR
PLAYSTATION • Issue #93 — Rating= 6.5

COOL BOARDERS
PLAYSTATION • Issue #94 — Rating= 7.4

CRASH BANDICOOT
PLAYSTATION • Issue #89 — Rating= 8.8

CRIME WAVE
SATURN • Issue #94 — Rating= 6.6

CRUISIN' USA
NINTENDO 64 • Issue #93 — Rating= 3.1

SPOTLIGHT ON:

SONIC 3D BLAST

What's blue, fast and finally in 3D (well, kind of...)? If you don't know, then you're completely out of touch. The hedgehog returns big time!



CYBER GLADIATORS
PC CD-ROM • Issue #94 — Rating= 8.6

DARK SAVIOR
SATURN • Issue #94 — Rating= 8.0

DAYTONA USA
SATURN • Issue #93 — Rating= 7.4

DECATHLETE
SATURN • Issue #89 — Rating= 8.4

DIE HARD TRILOGY
PLAYSTATION • Issue #89 — Rating= 8.5

DRAGON FORCE
SATURN • Issue #94 — Rating= 8.5

FINAL DOOM
PC • Issue #90 — Rating= 8.1

FIRE FIGHT
PC • Issue #89 — Rating= 7.6

JET MOTO
PLAYSTATION • Issue #93 — Rating= 8.4

KILLER INSTINCT GOLD
NINTENDO 64 • Issue #93 — Rating= 7.9

KING'S FIELD II
PLAYSTATION • Issue #93 — Rating= 7.3

MACHINEHEAD
SATURN • Issue #92 — Rating= 6.8

MORTAL KOMBAT TRILOGY
NINTENDO 64 • Issue #92 — Rating= 7.7

MECHWARRIOR 2: MERCENARIES
PC • Issue #93 — Rating= 8.3

MOTOR TOON GRAND PRIX
PLAYSTATION • Issue #90 — Rating= 8.1

MR. BONES
SATURN • Issue #92 — Rating= 7.6

NIGHTS
SATURN • Issue #89 — Rating= 9.3

THIS MONTH'S TOP PICKS

1	Fighters Megamix	SS	Rating: 9.1
2	Diablo	PC	Rating: 8.8
3	Carnage Heart	PS	Rating: 8.6
4	Codename: Tenka	PS	Rating: 8.1
5	Mario Kart 64	64	Rating: 8.1



Fighters Megamix offers some interesting combatants!

PANDEMONIUM
PLAYSTATION • Issue #92 — Rating= 8.1

PERSONA
PLAYSTATION • Issue #94 — Rating= 6.9

PILOTWINGS 64
N64 • Issue #89 — Rating= 9.0

PITBALL
PLAYSTATION • Issue #92 — Rating= 8.2

PSYCHIC FORCE
PLAYSTATION • Issue #94 — Rating= 5.5

PUZZLE FIGHTER
PLAYSTATION • Issue #92 — Rating= 9.0

RELOADED
PLAYSTATION • Issue #94 — Rating= 5.1

RIDGE RACER REVOLUTION
PLAYSTATION • Issue #89 — Rating= 8.1

ROCKET JOCKEY
PC CD-ROM • Issue #94 — Rating= 7.8

SCREAMERS 2
PC • Issue #92 — Rating= 7.8

SHADOWS OF THE EMPIRE
NINTENDO 64 • Issue #93 — Rating= 6.7

SONIC 3D BLAST
SATURN • Issue #93 — Rating= 7.0

SOUL BLADE
PLAYSTATION • Issue #94 — Rating= 8.6

SPOT GOES TO HOLLYWOOD
PLAYSTATION • Issue #90 — Rating= 3.8

STAR GLADIATOR
PLAYSTATION • Issue #90 — Rating= 8.0

SUIKODEN
PLAYSTATION • Issue #92 — Rating= 9.1

SUPER MARIO 64
NINTENDO 64 • Issue #89 — Rating= 10

SPOTLIGHT ON:

TOMB RAIDER

Lara Croft (everybody's sweetheart) goes to the depths of the earth in search of treasure! Where do we sign up?



TEN PIN ALLEY
PLAYSTATION • Issue #94 — Rating= 7.1

THREE DIRTY DWARVES
SATURN • Issue #90 — Rating= 7.1

TERMINATOR: SKYNET
PC • Issue #93 — Rating= 8.9

TOBAL NO.1
PLAYSTATION • Issue #90 — Rating= 9.0

TOMB RAIDER
PLAYSTATION • Issue #92 — Rating= 9.5

TOSHINDEN URA
SATURN • Issue #94 — Rating= 4.7

TWISTED METAL 2
PLAYSTATION • Issue #93 — Rating= 8.2

VIRTUA COP 2
SATURN • Issue #93 — Rating= 7.8

VIRTUA FIGHTER KIDS
SATURN • Issue #90 — Rating= 8.7

VIRTUA FIGHTER PC
PC • Issue #90 — Rating= 7.5

VIRTUAL ON
SATURN • Issue #93 — Rating= 8.6

WIPEOUT XL
PC • Issue #90 — Rating= 9.5

WITCHHAVEN 2
PC• Issue #89 — Rating= 5.3

ULTRA GP GAMESHOP

See anything you like? Don't worry, it's on us!

Welcome, gamers! You have just entered the ULTRA GP GameShop. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal ULTRA Game Players readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!

HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions,** ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on **a post card,** along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-breaker question,** which will be used in the event of a tie.

Send the **post card** to:

ULTRA GP GameShop / March
150 North Hill Drive
Brisbane, CA 94005.

All entries must be received by April 10, 1996. Winners will be notified by mail. Get to it!

2 PC Games
(2 points/4 winners)

- 2 IBM-compatible PC videogames



Last month we began giving away PC games, and we got such a great response that we're offering them again! Only this time it's even better, 'cuz you get two of them!

Mystery Games
(2 points/5 winners)

- PlayStation game • Saturn game



Ahhh, the good ol' Mystery Games. Sign up for one of these babies and there's no telling what you might get, but rest assured, we're not just sending out crap here — we've got a pretty sizeable collection of honest-to-goodness PlayStation and Saturn hits just waiting to be won. Still no N64 games yet, but we'll be adding those soon. Remember to specify PlayStation or Saturn!

TIE-BREAKER

This month, we'd like you to put yourselves in our position. You see, as you should have heard by now, Patrick is leaving us here at jolly olde *ULTRA Game Players*. Even worse, he's hooking up with those goons over at *NEXT Generation*, so we've still got to put up with him being in the same office, even though he's kicked sand in all our faces. So, if you were us, what would you do to get back at Patrick and put that sorry no-good veggie in his place?

MARCH CONTEST QUESTIONS

1. **Which of the following games did *not* originate in the arcades?**
[A] Battletoads [B] RC Pro-Am [C] Donkey Kong Country [D] Popeye

2. **As cosy one for PlayStation fans — what is the name of Crash Bandicoot's arch-nemesis?**

3. **Ett oumark spanskt demons nolonet... om du kan lasa detta skriv 'Mario' så får du extra poang.**

4. **Hey arcade fans, what the hell is a JAMMA? A loose description will do.**

5. **Write 'Mortal Kombat is Krap' ten times and get a free point.**

6. **What company was responsible for all of these *Teenage Mutant Ninja Turtles* videogames back when they were big?**

7. **Which Sega game is NOT represented in the new *Fighter's Megamix*?**
[A] Sonic: The Fighters [B] Virtua Fighter Kids [C] Streets of Rage [D] Daytona USA

8. **Do you like blueberry pie? Reply 'yes' for a free point, but only if you really mean it.**

9. **Exactly how many rings does it take to turn into that crazy 'gold' Sonic?**

10. **Which of the following X-Men has never been in a fighting game? [A] Longshot [B] Colossus [C] Cyclops [D] Psylocke**

11. **Which of the following is a real Marvel super hero? [A] X-Dog [B] X-Baby [C] X-Woman [D] X-man**

12. **Which of the following PC games is NOT a first-person shooter (you see what I mean)?**
[A] Wolfenstein 3D [B] Crusader: No Remorse [C] Unreal [D] Powerslave

13. **A train is leaving San Francisco station at 4:30 in the afternoon. Five minutes later, a space-time rift opens and reporter Jimmy Olsen is sucked into the void. What is Pa'i's alternate costume color in *VF2*?**

14. **How much storage capacity does the PlayStation memory card have?**

15. **What is the European title for *Wipeout XL*?**

PRIZE PACKAGES

3 Sonic Collection
(5 points/3 winners)

• Sonic T-shirt • Sonic mousepad • Nights desk clock



Did someone just say 'Blue Is Back'? That's right, we've got loads of new Sonic booty to commemorate the lil' blue guy's triumphant return. The shirt and mousepad are okay, but you'll really flip over the desk clock — Chris loves his!



4 Virtual On Poster
(2 points/3 winners)

• Giant Virtual On poster / calendar

Speaking of collectibles, don't miss out on this giant-sized Sega calendar/poster, featuring original art from *Virtual On*. Even if you never leave the house, it's cool!



5 Mechwarrior Figures
(5 points/2 winners)

• Mechwarrior figures



Like the *Mechwarrior* videogames, do you? Then maybe you'll be interested in this boxed set of collector's figurines, featuring the best mech robots and other devices from this classic gaming series.



6 Super Sega Booty Box
(6 points/3 winners)

• Saturn three-in-one promotion disc • Christmas Nights demo



Did you miss out on Sega's super-cool holiday promotion because you had already bought your Saturn? No problem. We've got the special three-in-one game for you, featuring *Virtua Fighter 2*, *Virtua Cop*, and *Daytona USA* all in one convenient package. And just because we're the coolest, we'll even toss in a free *Christmas nights*.







GET E

BEGIN TRANSMISSION...

PSX POWER

IT IS COMING. GET READY.

12-13-96
18:00 PST

www.psxpower.com

Part of the
Imagine Games Network



www.imaginegames.com

SUPER PUZZLE FIGHTER II

7 Super Puzzle Fighter II Arcade Machine

(10 points/1 winner)

This month's moster prize comes to us courtesy of the coin-op masters at Capcom. Years from now, when today's arcade games look old and stale by comparison, chances are you'll still get a kick out of inviting some friends over for some heavy *Puzzle Fighter* competition. If you've played the PlayStation version, then you know how incredibly addictive this game can be. And if you've played the arcade version, then you know that nothing can beat the real thing. So, have fun on us, and remember who the only game magazine is that gives you your own free arcade machine every single month!











Yeah, we know you love us more than Santa. After all, he never put one of *these* babies into his sack for you, now did he? And who can turn down something as adorable as a kid super-deformed version of Alpha 2's Sakura? The answer: no one. So when you're lying in bed at night, and you happen to glance over at that giant, free *Street Fighter II Puzzle Fighter* machine that we gave you, all we ask is that you pass the good karma on by helping someone else out yourself.

ARCADE MACHINE

ALL ACCESS

Just about now you should be noticing that there were fewer reviews in this month's issue. Now, before you gather up those torches and farm implements and start mobbing along to Brisbane, let me tell you what we've done to compensate for the shortage of reviews. We've gone ahead and given you a huge 20 page code section this month, chock full of all manner of gamin' goodness! So, enjoy the cheats and remember: Ringer is the monster. When your mob gets here, they'll have to face him!! Send your codes to the monster at: Roger_Burchill@cmp.imagine-inc.com

FORMULA 1

PSYGNOSIS • PLAYSTATION

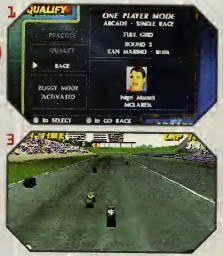
Bizarre Cheats

1 To perform these cheats, first select a driver and track. At the Practice/Qualify/Race Screen hold down the SELECT button and enter the following button combinations. Note: The button combinations must be entered rather quickly.

2 Buggy Mode — Right, Up, Triangle, Left, Up, Square, Triangle.

3 Bike Mode — Down, Up, Circle, Triangle, Right, Up, Square, Triangle.

4 Lava Mode — Square, Circle, Up, Right, Right, Circle, X.



Gibberish Mode — Left, Circle, Up, Down, Down, Right, Circle, Square, Square.

Bonus Track — Left, Circle, Circle, Triangle, Triangle, Circle, Up, Right. (Note: After entering this code, you must return to the Track Select Screen and choose the Bonus Track.)

MACHINEHEAD

EIDOS INTERACTIVE • PLAYSTATION

Head Cheats

Enter the following codes at the Main Menu Screen.



Level Select — L1, Circle, L1, L1, L1, Circle, Circle, Circle, Circle, L1, L1, Circle, Circle, L1, Circle, L1, Circle, Circle, Circle, Circle. (Note: Use the R1 and R2 buttons to select levels after entering this code.)

Infinite Ammunition — Circle, Circle, Circle, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, L1, Circle, L1, Circle, L1, L1, L1, L1.

Infinite Energy — Circle, L1, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, L1, L1, Circle, Circle, L1.

Head Cheats

Level 1.2 ..... SQDZFO5TJJ	Level 2.4 ..... ALLFHOXGPU	Level 4.1 ..... JJ0BNN9FCM
Level 1.3 ..... HYM7G0DECM	Level 2.5 ..... BDNJHOLLPU	Level 4.2 ..... EYMJHOP7BF
Level 1.4 ..... EPPGH0XWD0	Level 3.1 ..... S8GHOXIKJ	Level 4.3 ..... JQNFHOT7BF
Level 2.1 ..... 154FH0D58F	Level 3.2 ..... E9GGHOJIQH	Level 4.4 ..... 769DAOMOCE
Level 2.2 ..... E94FH0LLKJ	Level 3.3 ..... 9FOJGOLZJD	End Sequence . . 6H9DA0QJ2F
Level 2.3 ..... MHLFH0DTCM	Level 3.4 ..... SKAGH09P4O	



DESTRUCTION DERBY 2

PSYGNOSIS ● PLAYSTATION

Crash Codes

1-6 To enter these codes you must first select any type of race. Then, enter Championship Mode and enter the password as the name. The Credit Codes will automatically work at this point but the code for all tracks requires you to reenter the 'select race type' area and choose practice mode. Now, when you return to the main menu, you will be able to select any race track.













All Tracks — For access to all tracks, enter the password 'MACSrPOO' as the name.

Animated Credits — To view the animated credits, enter the password 'CREDITZ!' as the name.

Video Credits — To view the FMV credits, enter the password 'ToNyPaRk' as the name.

JET MOTO

SONY CE ● PLAYSTATION

Jet Tricks

Easier Tricks — Beat the game and a bubble will appear, saying 'Codes Enabled'. Press Down, Circle, Left, L1, Left, Right, Left, Right at this screen for faster and easier tricks.

TOSHINDEN URA

SEGA ● SATURN

Playable Bosses

1-4 At the 'Press Start' Screen, press A, B, Z, X, Y, C and you will be able to play as Repli and Wolf.











FIGHTING VIPERS

SEGA ● SATURN

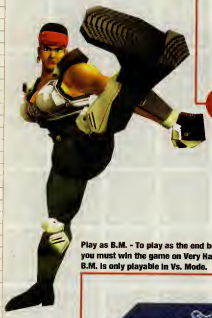
Secrets Plus

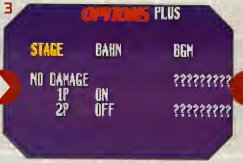
1-2 Play as Mahler — To play the smaller version of the end boss, you must win the game with any character in normal mode.

3 In the Holiday 1997 issue of *ULTRA Game Players*, we told you how to access the Options Plus Menu (beat the game in normal mode or harder with any character). Here's how to access the remaining 'question marks' on that screen.









Big Heads — To activate the big heads option in the Options Plus menu, you must fight 100 matches in the Vs. or Arcade modes.

Invisible Walls — To activate the invisible walls option in the option plus menu, you must successfully perform 350 moves in the training mode.

Play as B.M. - To play as the end boss, B.M. (Big Mahler), you must win the game on Very Hard with any character. B.M. is only playable in Vs. Mode.



4-6 Play as Kumachan — To play as Kumachan the bear, you must fight 50 rounds in the Arcade or Vs. modes. To play as Panda Kumachan in Arcade Mode, put the cursor over Kumachan on the player select screen, and hold Up while selecting him. If you are playing Vs. Mode, the character's second outfit can be selected by pressing C rather than A when selecting him.



CRISTMAS NIGHTS

SEGA ● SATURN

Special Dates

1-2 Happy New Year — For a special message, set the date to 1/1/1997. 3 Play as Reala — To play as Reala, set the date to 4/1/1997 (April Fools Day). This also adds an extra present to always play as Reala.



4-6 Santa NIGHTS — For a view of Santa NIGHTS, set the date to 12/25/1996.

GAME SHARK CODES

Note: You must have a Game Shark to use these codes (Duh!).

PlayStation Codes

Black Dawn

Infinite Missiles	8005fcf0 0064
Infinite Rockets	8005fcf2 0064
Infinite Napalm	8005fcf4 0064

Disruptor

Rapid Fire	80077680 0000
Zodiac	80077114 0001
Plasma	80077118 0001

Jet Moto

Infinite Turbos	80176700 0004

King's Field II

Quick Level Gain	801b24e4 ffff
Infinite Gold	801b2534 ffff

Mortal Kombat Trilogy

Infinite Health P1	8003219e 00a6
Infinite Health P2	80032316 00a6

Pitball

Team 1 Scores 0	800980cc 0000
Team 2 Scores 0	800980d0 0000

Twisted Metal 2

Infinite Lightening	801882f4 0009
Infinite Homing Missiles	801882ea 0009
Infinite Napalm	801882f0 0009

Saturn Codes

Casper

Master Code	F6000942 c305
	B6002800 0000
Infinite Health	160d808e ffff
Infinite Iron Keys	1604d00e ffff
Infinite Brass Keys	1604d012 ffff
Infinite Fools Gold	1604d016 ffff

Fighting Vipers

Master Code	f6000914 c305
	b6002800 0000
Infinite Health P1	16062828 00fa
	160945a0 00fa
Infinite Health P2	16064728 00fa
	160945a4 00fa

Ultimate Mortal Kombat

Master Code	f6017718 c305
	b6002800 0000
Infinite Health P1	160d19fc 00a6
Infinite Health P2	160d20d8 00a6
No Health P2	160d20d8 0000

Toshinden URA

Master Code	f6000914 c305
	b6002800 0000
Infinite Health P1	1607476e 0200
Infinite Health P2	160723a2 0200

WAYNE GRETZKY HOCKEY

WILLIAMS ENTERTAINMENT ● NINTENDO 64

Adjustable Players

1-5 At the options screen, either during the game or at start-up, press and hold any one of the C buttons and press R. This brings up 16 zeros at the bottom of the screen. Utilize the inputs listed below to drastically alter the appearance of the players. There are tons of possible combinations.

1



2



3



4



5



Head Scale — Bottom C+R at Options Screen.

Body Scale — Left C+R at Options Screen.

Y Scale — Top C+R at Options Screen.

TOONSTRUCK

VIRGIN INTERACTIVE ● PC

Toon Tips

Getting Rid of the Malevolent Squirrel

The book from B.B.'s den could be the key to getting rid of that pesky squirrel back in the forest. The book says that the male squirrel is attracted to the female's prominent teeth and fluffy tail. Furthermore, a female that is looking for a mate hops up and down in excitement. The male, upon encountering his ideal mate, will immediately elope with her. When they elope, the males leave behind their bachelor pads and all their worldly possessions.

The cotton candy looks remarkably like a bushy squirrel's tail. The two piano keys from the bakery might also make passable front teeth. The jumping beans could be used to make the decoy jump up and down to look 'eager'. Use the glue to stick the cotton candy and teeth to the cat. Add a can of WACME jumping beans, and you have a genuine decoy squirrel. Take the decoy to the forest, and place it on the squirrel's doorstep. The male squirrel will instantly fall for the ruse and elope with the decoy. Ask Flux to get the nuts from the branch.

Getting out of the Dungeon

You will wake up in a cell in Count Nefarious' dungeon with all of your belongings on the dungeon floor and out of reach. The jailer (Snout) has swallowed the key to your cell. Snout has severe allergies , especially to dust. When Snout isn't looking, try to pick up the mat. (Take the crystal you find under the mat.) Keep trying to get the mat and when you have it, bang the mat on the cell bars and a dust cloud will envelop Snout. With the force of an ensuing sneeze, Snout will be thrown back against the wall and knocked unconscious. When Snout hits the wall, the key will be forcibly ejected from his stomach and sail across the dungeon to become lodged into the wall of your cell. Take the key, and unlock the cell door to escape.

Getting a Feather

Return to the Malevolands town center for another piece of meat. Go to the Malevolated barn and fill the watering can with dangerous looking gunk again. (Once you've filled your watering can with dangerous looking gunk twice, the barrel is empty.) Return to the Way-Outback and offer meat treated with the dangerous looking gunk to the vulture. Take the arrow sign and pluck a feather from the deceased vulture.

PERFECT WEAPON

ASC GAMES ● PLAYSTATION

Combat Moves

Dash	Double Tap Up
Run	Triple Tap Up and Hold
Back Flip	Double Tap Down
Jump	R1
Crouch	L1
Right Kick	Circle
Right Punch	Triangle
Left Punch	Square
Left Kick	X
Sweep Kick	L1+X or Circle
Scissor Kick	Hold L1, then while letting go, Press X
Jump Kick	R1+X
Tackle	Double Tap Up+Circle+X
Upperout	Forward+Square
Reverse Kick Combo	Down+X, X, X
Grapple Throw	Square+X
Jab-Side Kick Combo	Triangle, Circle
Round House Combo	X, Circle
Down Kick Combo	Down+Circle, Down+Circle, Down+Circle
Side Kick Combo	Circle, Circle, Circle
Back Fist Combo	Triangle, Square, Square
Back Punch	Down+Triangle
Back Kick Combo	Down+X, X
Palm Strike	Hold L1+Triangle+Square
Knee Grapple	Triangle+Circle (near opponent)
Knee to Body	Knee Grapple (must connect), X
Neck Breaker	Knee Grapple (must connect), Square+Triangle+X+Circle
Flip Kick to Head	Grapple Throw, X+Circle
Double Right Kick Combo	Circle, Circle
Double Right Punch Combo	Triangle, Triangle
Double Left Kick Combo	X, X
Double Left Punch Combo	Square, Square
Spinning Kick	Hold L1, then while letting go, Press X+Circle

NHL FACEOFF '97

SONY CE ● PLAYSTATION

Bonus Players

1



2



1-2 Do this trick to add any of the game's developers to your team.

Go to the create player screen and enter one of the following names:

Raja Altenhoff	Kelly Ryan
Tom Broski	Jody Kelsey
Craig Broadbooks	Chris Whaley
Josh Hassin	Peter Dille
Tawn Kramer	Craig Ostrander
Alan Scales	

Then, enter '1' for the player number, 'F' for position, and 150 for weight — don't change any other stat. Press Triangle and go to the Sign Free Agents screen to acquire the player you just created. The player should have an overall score of 99 for his rating.

DAYTONA CCE

SEGA ● SATURN

Track Tricks

1-2 **Mirror Mode — To play any track in reverse, hold X+Y+Z while selecting a track.**

1



2



Daytona Super Car — To race with the Super Car, place first on all five tracks in Normal mode.

Play as Uma — To race as the Uma (horse), place first on all five tracks in Hard mode.

Play as Uma2 — To race as the silver UMA2, use the Uma to finish the game in Normal mode.

Soul Blade

NAMCO ● PLAYSTATION

A Strategy For Success

Known as *Soul Edge* in the arcades, *Soul Blade* comes home to the PlayStation. While initial impressions may suggest that *Soul Blade* lacks some of the depth and gameplay of other fighting games, a deeper look reveals enough techniques to keep even the most experienced gamer busy. Since all of the moves in *Soul Blade* can be found in its Practice Mode, this strategy focuses on important gameplay elements, character strengths and weaknesses, and a choice set of effective combos. Practice both defense and offense, and gain a better understanding of the game.



Throws

Using throws with a mixture of combos and single strikes can greatly add to the strength of your offensive. All characters have at least two throws in their arsenal and some, like Sophitia, have linking throws which can take off even more damage. Obviously, throws can be used as an easy, sure attack after an opponent's missed combo, but using them in other, more unpredictable situations is also a desirable course. Throws can be escaped by initiating a throw of your own at the moment that you think you are about to be thrown. It isn't easy, but can surprise your opponent and can give you an opportunity to hit them with a combo that they don't expect. Just simply running up to your opponent and throwing them is a great way to psyche them out, but be ready with the block button as this tactic could easily backfire and result in a combo heading your way.

Combos

Just like other games in this genre, *Soul Blade* has its own unique combo system. The characters do not have the standard fare of special moves, found in other fighting games like *Mortal Kombat* or *Street Fighter 2*. Instead, all the moves are pretty basic and can be easily chained together to form simple combos. Since these combos are so simplistic in nature and can be learned relatively fast, being able to guard against them becomes one of the more important aspects of the game. Try to learn all of your character's combos as soon as possible, so you can have a larger selection to choose from. Don't forget that since this game is so combo based, people tend to expect them. Try to throw out different level single strike attacks in between your combos. Your opponent will start to become unsure of when you are just doing a regular attack or when you are actually starting a combo. You can then do unexpected things, like throwing a quick single attack, and then walk in and throw them. Keep combos as a main part of your strategy, but don't be afraid to simply throw out a single low kick or high strike in order to keep your opponents off balance.

Defensive Strategies

One of the more unique features of *Soul Blade* is the ability for characters to lose their weapons. Under each character's powerbar lies a weapon meter. After each successful block, the meter slowly decreases until your weapon is destroyed and you are forced to fight the remainder of the battle bare handed. This normally ensures your swift defeat, so it is very crucial that players master the various defensive techniques as well as the offensive.

Offensive Strategy

The offensive side of *Soul Blade* is relatively simple compared to other fighting games. Combos were designed to be executed easily and without much thought. All the characters' moves are very straightforward, and require very little skill or practice. Since the majority of moves are so simple, it is crucial that a mixture of attacks be used to confuse your opponent and keep them guessing. Mixing high, and low attacks becomes very important. Several characters, such as Mitsurugi, already have combos that start high and then go low. Combining these combos with regular high-level combos will cause your opponent to constantly be on the defensive, and give you an opportunity to slowly deplete their energy.

Sidestepping

Sidestepping has now become a staple technique used in several 3D fighting games. Being able to move out of the way and counter when the opponent has missed an attack becomes a very important part of the gameplay. There are two ways to sidestep in *Soul Blade*. Tapping ⭘⭘ will move your character into the screen, to the left of your opponent. Tapping ⭘⭘ will bring your character towards the screen, to the right of your opponent. Sidestepping can also be used on the offensive. Faking out your opponent by running towards them, quickly sidestepping, and then attacking, is a very useful tactic. It is hard to defend against, and very difficult to predict.

The Controls

G - Guard: Used in combination with the joystick, players can block a high, medium or low attack.
A - Horizontal Attack: Used in combination with the joystick, characters perform a high, medium or low horizontal weapon attack.
B - Vertical Attack: Used in combination with the joystick, characters perform a high, medium or low vertical weapon attack.
K - Kick: Used in combination with the joystick, characters can kick high, medium or low.

Unblockables

Every character in *Soul Blade* has an unblockable move that will take off a majority of an opponent's energy if it hits. Since it takes so long to execute this move, your opponent can normally see it coming and either hit you with a combo, or simply sidestep. The only viable time to do an unblockable is after hitting your opponent with a combo that knocks them down. Do the unblockable quickly and there is a chance that it will hit them as they get up. Don't rely too much on these energy-draining moves, but be aware that it is in your arsenal.

Parrying

Since repeated blocking of weapon attacks will eventually cause you to lose your own weapon, parrying becomes a crucial part of a good strategy. When your opponent's weapon is about to strike you, hold ⭘+G. When the weapons hit, there will be a bright flash and your opponent will be staggered for a moment. Use this opportunity to execute any combo of your choosing. Don't hesitate too long, as your own combo may be blocked and then countered. Remember that only weapon attacks can be parried, not kicks or punches.

The Characters

Heishiro Mitsurugi

Weapon: Katana
Why Pick Mitsurugi? Balance. Combos. Speed.



Best Combos:
B, B, ⭘+B
B, B, A, B
B, B, A, ⭘+A

One of the more popular characters, Mitsurugi is also one of the easiest characters to use. Since he is so well-rounded, use him with a more aggressive, offensive style in mind. He has a decent selection of combos to use, but his true strength lies in the variety of single attacks he has. Use a lot of single sword strikes, but vary them and don't be afraid to rely on his combos, as they are fast and hard to see coming. Mitsurugi is also one of the few characters that has combos that start high and end low. Use these transitional combos with his powerful single strikes to keep opponents guessing. His standing low slash (⭘+B) is very fast and effective in knocking down your opponent for an easy pounce. If faced with a very aggressive opponent, use Mitsurugi's counter attack (⭘+G+A) as a possible alternative to blocking or parrying.

Sophitia Alexandra

Weapon: Short Sword
Why Pick Sophitia? Speed. Kicking Attacks. Throws.



Best Combos:
A, A, ⭘+A
A, A, K
A, A, A, K

Sophitia is one of the fastest characters in *Soul Blade*. Don't rely on her combos too much, as she has a very large assortment of kicks and strikes. Several of her attacks, such as her roundhouse kick (⭘+K), are misleading and can cause your opponent to block incorrectly. Other single attacks, like her Angel Strike (⭘⭘⭘+B), are extremely fast and powerful. Play Sophitia more on the defensive side, and use a lot of her kicking attacks. Try dashing in and out of your opponent's range which may cause them to make an attack that you can dodge and counter. Since she is one of the few characters to have a linking throw, use it as often as you can to take off that little extra damage. (G+B, ⭘+A+B+K) While she does have the speed, she lacks the variety of attacks of such characters as Taki, so plan ahead before moving in to attack.

Rock

Weapon: Battle Ax
Why Pick Rock?
Power. Throws.

Best Combos:
A, A, A
B, B, B
O+K, O+G+A



Rock is the token strong man. His attacks are extremely powerful, but horribly slow. Play him very defensively, as his combos are easily parried. Use the length of his battle ax to keep opponents at a distance. He has several attacks, such as O+A and O+A, that cover circular areas, which spells doom for opponents that rely too much on sidestepping. Look for times when you can parry an attack and follow with one of his damaging combos. A well timed combo and pounce can take off a majority of an opponent's energy. If your opponent ever falls to the ground with their legs near you, use Rock's ground throw (O+G+A) to take off even more damage. Don't worry too much about sidestepping, as he is much too slow and ends up being hit anyway. Perfect parrying oncoming attacks, and use his throws often, as most players tend to just stand there and block when playing against him.

Voldo

Weapon: Katar
Why Pick Voldo?
Unpredictable.
Speed. Range.

Best Combos:
O+B, B
A, A, B
O+A, A, A



Voldo's main strength lies in his unpredictability. While his attacks are straightforward, they look so weird that it is hard to predict where they are going to hit. The key to being successful with Voldo is playing him in unorthodox ways. Having your back to your opponent is normally not a good thing, but in Voldo's case, some of his best attacks are executed from this position. Moves such as his backwards roll (G + A) will surprise opponents and allow you to get in a few free hits. He even has a number of attacks he can do from the crouching position, which can be used against high blocking opponents. Voldo's attacks also have quite a bit of range, so it is beneficial to keep some distance between you and your opponent. You will be able to attack, but your opponent might have to come in closer in order to reach you.

Li Long

Weapon: Nunchaku
Why Pick Li Long? Range.
Speed. Well-Rounded.

Best Combos:
A, A, O+K
A, A, O+A
B, B, B



Li Long is one of the better characters in the game. His variety of attacks is second to none, and his speed is impressive. While other characters seem to have to rely on their weapons, Li Long can easily win a battle with merely his kicking attacks and throws. Learn to blend his moves together and practice sidestepping with him. His speed makes it easier to dodge attacks, letting you devastate your opponent after their missed strikes. He also has a lot of range due to the length of his nunchakus, so use moves such as his Spinning Swipe (O+A) to your advantage. Don't forget about his counter (O+G+A), as it can help you out when trapped in a corner. Since you have lots of attacks, keep on the offensive, but mix up strikes and kicks to keep your opponent confused.

Siegfried Schtauffen

Weapon: Zweihander
Why Pick Siegfried?
Range. Power.
Single Strikes.

Best Combos:
B, B, B
A, A, B
O+B, O+B



Having only a few combos, Siegfried must rely more on well placed single strikes. He doesn't have many kicking techniques either, so he tends to be predictable. The size of his weapon makes it easy for opponents to parry, so be on the defensive and strike only when there is an opening. Use moves like his low slash (O+A) and turning back slash (O+A) to keep your opponents at a distance. When predicting an attack coming your way, attack as well. Siegfried's attacks have a high priority, so there is a good chance that you will be able to cancel their attack and hit them instead. Don't be afraid to use throws, as they can help you to get the upper hand. Learning to parry attacks is also very crucial and sidestepping incoming combos is a must. If you are looking for a challenge, chose Siegfried, otherwise choose a more well-rounded character, such as Mitsurugi or Taki.

Taki

Weapon: Katana
Why Pick Taki?
Speed. Throws. Vast Number of Attacks.

Best Combos:
A, A, ○+K
B, A, K
K, K, K



Taki is probably the best character in *Soul Blade*. She has an enormous selection of moves and is extremely fast. While she doesn't have as much range as the other characters, she has an attack for any given situation. She has more kicking attacks than Li Long. Don't become stuck in using her combos or kicks. A careful blending of her moves will ensure victory. Don't forget that she has an assortment of counters (○+B+A), back flips (◎), and rolls (○○○+A) to help her get out of sticky situations. Stay on the offensive often, and constantly hit your opponent with a barrage of strikes and kicks. Using low attacks, such as the Low Spinning Slice (○+A) and Spinning Sweep (○+K), will keep opponents guessing where to block. Since she is so fast, simply dashing in and doing a throw is also a viable option.

Seung Mina

Weapon: Glaive
Why Pick Seung Mina?
Unblockable.
Range. Sweeps.

Best Combos:
A, A, A
B, B, B
○+B, ○+A+B



Seung Mina lacks the variety of attacks to make her one of the better characters. When facing opponents who like to charge in, use moves like her Spinning Sparrow (○+A) which not only backs her away, but also is an effective attack as well. Kicking is not Seung Mina's forte, but she does have a few that are useful. Her reverse sweep (○+K) has quite a bit of range and her Sparrow's Dive (○○+K) can cover ground quickly. Seung Mina's unblockable (○+A+B) is fast enough in execution to use in battle. Attempt it after a combo or after knocking them down with a sweep. Focus on keeping your opponent away from you, which allows you to attack them with your Glaive, but forces them to have to try to move in close in order to attack. If you are unsuccessful at keeping a safe distance, use her Starlight Explosion (A+B) or her Spinning Spear Kick (B+K) to knock opponents away.

Hwang Sung Kyung

Weapon: Samurai Sword
Why Pick Hwang?
Speed. Balance. Combos.

Best Combos:
A, A, ○+K
B, B, A, B
○+B, A, A, A



Hwang is a virtual clone of Mitsurugi. They are so close that they can be played exactly the same way. Hwang does have a couple of different moves, like his Split Slash (○+B), that gives him a little bit longer range, but basically they are the same character. Play Hwang aggressively. He has the same combos as Mitsurugi, which allow him to do transitional high to low attacks. If your opponent tends to block high, then use the (○+K, B) combo or simply do a low strike (○+A). He also has one of the faster unblockables in the game (○+B+K) and it can be used somewhat effectively if you are careful. Use only after knocking your opponent to the ground or if they rush you. Don't be afraid to use his kicking attack (○○ + K) to cover ground quickly and surprise your opponent.

Cervantes De Leon

Weapon: Soul Edge
Why Pick Cervantes?
Power. Combos.
Single Strikes.

Best Combos:
A, A, ○+K
A, A, A
○+B, A, A, A



Cervantes has some of the most devastating attacks found in *Soul Blade*. He isn't slow, but his attacks are still far from being the fastest in the game. He should be played like a careful Mitsurugi or Hwang, but emphasis should be put on his combos, since they can take off so much damage. A well timed combo and pounce can take off as much as half your opponent's energy. His transitional high to low hitting combos can be used to keep your opponents guessing (A, A, ○+A). Cervantes also has a torpedo-type move reminiscent of M. Bison's Psycho Crusher (○○○+B). This move is easy to see coming, so don't use it very often. If you do manage to force your opponent to the edge, use this attack to knock them out of the ring for an easy win. Note: Cervantes also has a fake version of his torpedo attack. (○○○+A) Do the fake to cause your opponent to block, then simply run in and throw them.

Mario Kart 64

NINTENDO ● NINTENDO 64

Drive To Win



NOTE: All of these tips were discovered while playing the Japanese version of the game. Here's hoping they all work in the good ol' US-of-A!

Special Package on Luigi Course

In the Grand Prix mode, there is a balloon that dangles a special package, just past the first row of normal packages. The balloon dips up and down, making the package hard to reach, even at its lowest point. To get it, the balloon must be all the way down, and you must hop up to grab the package as you pass under it. Your reward? A first-place seeking blue shell, every time.

Time Trial Secret

First, go to the Time Trial mode and select Luigi's course. If you can complete the course in less than 1:52, Luigi's ghost will appear with the message 'Challenger Comes'. Luigi races a near perfect race, and is very difficult to beat. It takes at least a low 1:48 to win.

Mirror Mode

If you earn gold cups in every course, in every class, then you will get to see the real ending credits, and you will be rewarded with a new title screen. You will also get a new 'Mirror Mode' option, which will appear under 150cc. You don't race backwards in this mode, rather, all of the turns are reversed. For example, a left turn is now a right turn. It's weird to get used to, but adds a little more life to the tracks after you've beaten the game.







Super Shortcuts

Donkey's Jungle Course



1 Here's an effective way to get a couple of seconds ahead: just as you're about to be catapulted off of the ramp, quickly turn left, so that you land further down the track. Be careful, though — if you turn too far, you'll fall short of the track and get wet.

2 This next tip is guaranteed to nab you first place, as long as you're in the top three entering the cave. Get a bit of speed going after leaving the bridge, then cut a tight power slide to the left and skid sideways straight up the cave wall to the track above, totally bypassing the winding road that leads up there. This is an easy one to do, but still be careful — if you time the skid too early, or if you don't have enough speed, you'll stop short and slide back down the cave wall.

Super Shortcuts continued....

Beach Course

1 Use the infamous 'Waterfall Shortcut'. Halfway around the track, you'll come to an area with a series of ramps, with the last one aimed at a hole in the side of the mountain. If you line up correctly and race straight up the ramp, you'll enter the hole, which leads to a tunnel that cuts through the mountain and exits through a waterfall at the end.

It can be very difficult to come off the ramp at the perfect angle — if you're even a hair off then you'll either fall short of the hole or smack into the side of the mountain. However, you can make things a little easier by hopping off the ramp at its peak for a bit more height, or you can use a Turbo Mushroom to fire up the ramp at maximum speed, which makes the jump as easy as it gets.

2 There is an lesser, but still effective, shortcut. Notice that this area of the track, starting with the first ramp and ending with the sharp left turn past the entrance to the waterfall path, is a big inlet. Look again at the big pool of water in the middle. It becomes separated from the ocean when the tide goes out, leaving a straight line of wet land to race down. You'll have to dodge some crabs, but you can cut off the entire inner part of the track and gain a lot of time.

Also, since you didn't take the waterfall path, you'll come to a very tall ramp. If you go up it at max speed, you'll leap the large rock there and pick up a little time. It can be tough getting enough height to clear the rock, though — if you don't have a Turbo Mushroom for a good speed burst, try to hop off the very extreme end of the ramp for an extra push.

3 As you come around the last big turn (the one just past the waterfall), you can go off course and cut a straight line to the finish as the tide goes out. The only catch is that you'll have to avoid some pesky crabs.



Princess' Course

1 The last big turn before the finish line is a tough one, and if you don't take it just right, you could end up at the bottom of the lake. It's easier, and faster, to cut the turn off entirely by using a Turbo Mushroom to dash a straight path for the finish line, through the grass and trees on the right side of the track. It's best to have more than one Mushroom, so hold on to 'em as you pick them up around the track.



Snow Course

2 While this course doesn't have any special hidden paths or anything, there are lots of snowy banks that you can Turbo across to cut off some turns. Keep an eye out for every opportunity, and be sure to hold on to your mushrooms when you pick them up.

Ghost Course

3 When you enter the ghost house, you're forced to take a sharp right turn to avoid a wall. When you get to the other side, you'll see a tall, wooden post in the middle of the floor, with a big hole in the floor to its left and a giant box full of bats on the right. Since you're a *Mario Kart* daredevil, try this: cut to the left side of the post, and just when you're about to fall in the giant pit, hit the R button to hop it, just left of the post where the hole is at its smallest. If you're behind by a couple of seconds, you'll be surprised by how useful this shortcut really is.



Yoshi's Mountain Course

1 This is easily the hardest shortcut in the game. First of all, follow the extreme left path when you enter the mountains (the one that leads you over the narrow ridge). Next, after following a long right turn, you'll begin to go down the long straight that turns into a giant left 'U' turn that leads to the giant egg.

Before you reach the 'U' turn, about halfway down the long, straight path, you'll notice the safety fence that ends on both sides of the track. Be near the right side of the track, then take an extremely sharp left turn (without power sliding) right when you reach the end of the right-side fence. You'll begin to spin out towards the left side of the track. When you reach the edge, just before you fall off (and while still holding the stick into the spin), tap the R button to hop — you'll fly off the track facing backwards, and land farther down the track, just before the egg. This lets you bypass the entire giant 'U' turn, with a minimal loss in speed. This will take a lot of practice before you can hit it every time. If you start your turn at too early, you won't be able to jump the distance. Patience, grasshopper.

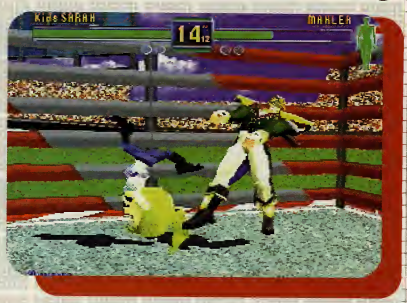
2 Just after crossing the bridge past the egg, you'll go up a steep hill, where the track takes an extreme turn to the right. It curves around and eventually heads back left to reach the finish line. If you've got any mushrooms at all, then just turbo at the top of the steep hill and make a straight line for the finish, skipping the turning track entirely.



FIGHTERS MEGAMIX

SEGA ● SATURN

There are 11 playable secret characters in Sega's newest fighting extravaganza. While you have seen some of these characters before, such as 'Kids' Akira and Sarah, others, like Bean from *Sonic: The Fighters* or Hornet from *Daytona* have never appeared in a fighting game for the Saturn and may require a little help in getting started. The sources for secret character moves are varied, but if you're familiar with the general Sega fighting game philosophy, you'll be able to pick up most of them without too much trouble. Just to get you started on the right track, here are some moves and strategies for all the hidden characters. (Note: One character, Yashinochi, isn't listed here. Look in the All Access section.)



Rent-A-Hero

Origin — MegaDrive (Genesis) action game

Rent-A-Hero's fighting style is a mixture of several *Viper* and *VF* characters. The most obvious connection is made to Tokio, with his staccato punch combos and flying jump kick. Just to fill out his style, there are also a couple of moves borrowed from Jacky's arsenal. If you like well balanced (medium strength and medium speed) characters, you just may enjoy using Rent-A-Hero. A final advantage is his electric bolt attack, which can hit an opponent from any distance.



Punch Combo with Uppercut Finish

Turn Around Kick

Rent-A-Hero - Basic Moves

P, P, P	Punch Combo with Uppercut Finish
P, P, K	Punch Kick Combo
P, P, ↓ + K	Punch Combo with Low Sweep
↓ + P + G	Wall Throw (Vipers Style)
↓↓ + P	Elbow Strike
↓↓ + K	Flying Kick
↓↓ + K	Turn Around Kick
↓ + K	Hop Spin Kick
↓ + K	Hop Forward Spin Kick
↓↓ + P, P, P	Elbow Strike Combo
↓ + K, K	Mid Kick Combo
↓ + K	Ground Kick
↓ + P + G (near a wall)	Back Crush
P + G (from the side)	Triple Kick Combo
↓↓↓ + P	Electric Bolt Projectile

Niku

Origin — Unknown

Beyond the ten obvious hidden characters in *Fighters Megamix*, there are rumored to be several more. As of press time, we were able to uncover at least one very strange hidden character by the name of Niku ("meat' in Japanese). Niku, outside of being one of the most twisted fighting game characters, pretty much fights just like Sanman of *Fighting Vipers*. To get Niku, first power up your Saturn with Megamix at least thirty times. Then go to the character select screen and put the cursor on Kumachan. Select Kumachan with the 'X' button and you will be selecting Niku.



Karate Chop

Overhead Toss

Niku - Basic Moves

↓ + G + P + K + ↓ + P	Double Punch Combo
↓↓ + P	Karate Chop
P, ↓ + P	Uppercut Combo
P + G	Bowling Throw
↓↓ + P, P, P	Triple Swinging Punch Combo
↓ + P	Face Dive
↓↓ + K	Hopping Kick
P + G (from behind)	Neck Breaker
↓↓ + P + G	Overhead Toss
↓↓ + G + P + K	Head Slam

Janet

Origin — *Virtua Cop* series

Perhaps the most pleasant surprise in the entire game is Janet. Not so much because she sports a pistol, which can be used from any range, but because she comes fully equipped with Aoi's (of *Virtua Fighter 3*) moves. While most of the secret characters are a mix of styles, Janet possesses a fully realized and unique style. If you're looking forward to getting your hands on *Virtua Fighter 3*, then consider this your first opportunity to really try it out.



Sweeping Uppercut — Ground Chop

Janet - Basic Moves

↘ + P	Elbow Strike
P, K	Punch Kick Combo
↓ + P	Sweeping Uppercut
K, K	High Kick/Mid Kick
↘ P, P	Elbow Strike with Turn Around Chop
←← + P + K	Palm Strike
←← + P	Turn Around Elbow Strike
←← + P + K	Low Elbow Strike
↓ + P	Ground Chop
P, P, P, K	Punch Combo with Knee Finish
P, P, P, ↓ + K	Punch Combo with Low Sweep
←← + P + G	Wrist Toss
↘ + P + G	Slap Throw
↓ + P + G	Overhead Toss
←←←← + G + P, G + P	Linking Throw Move

Hornet

Origin — *Daytona* racing game

Well, it doesn't get much stranger than this — everyone's favorite car from *Daytona USA*, the Hornet, is here and ready to fight. Using the car is more of a novelty experience than anything else, but you may be surprised to see just how effective the car can be. Equipped with armor and many of Akira's best moves, the Hornet is nothing to sneeze at, even if it does cause uncontrollable laughter from time to time.



Wheel in Face Throw — Ground Punch Combo

Hornet - Basic Moves

After Throwing Off Armor (↘ + P + K)

P + G	Wheel in Face Throw
←← + K	High, Strong Kick
←←← + K	Slide Attack
↓ + P + G	Trip Throw (Akira Style)
←←← + P	Power Punch
↘ + K	Double Wheel Kick
←← + P	Upper Body Smash (Akira Elbow Smash)
↓ + P	Powered Up Elbow Smash
↓ + P, P	Ground Punch Combo

Bean

Origin — *Sonic: The Fighters* arcade game

For anyone familiar with the *Sonic* fighting game, Bean will be an extremely pleasant surprise. After all, who doesn't enjoy playing as a bomb throwing, beak-pecking duck with an appetite for destruction? All of the *Sonic* characters share a common simplicity, but within this style you'll discover some unique and entertaining moves and strategies. It's important to remember, after all, none of the *Vipers* or *VF* characters are able to toss a flurry of bombs at their opponents from across the ring, making Bean the duck to beat!



Peck Combo — Double Bomb Toss

Bean - Basic Moves

P, P, P, P	Peck Combo
K, K, K	Marching Kick Combo
←← + K	Mule Kick
←← + P	Double Bomb Toss
←← + K	Stomp Kick
↘ + P	Ground Bomb Attack
↘ + P, P, P	Floating Kick Combo
G + K	Lunging Mid Kick
↘ + K	Ground Stomp
↘ + K, K, K	Mid Level Kick Combo

URA Bahn

Origin — based on *Fighting Vipers*

A super version of Bahn from *Fighting Vipers*, URA Bahn is even meaner than his already outstanding counterpart. Play him the same way you would Bahn, but expect even more dramatic effects.



Twisting Punch — Super Strength Punch

URA Bahn - Basic Moves

↓↘ + P	Mid Range Elbow Strike
↓ + P + G	Overhead Toss
↓↘ + P	Super Strength Punch
↓ + P, P	Ground Punch Combo
↓ + P + G	Wall Smash (near a wall)
↓ + K	Hop Spin Kick
↓ + P + K	Twisting Punch
↓, ↘, → + P	Lunging Punch
P + G (from the side)	Twisting Power Throw
↓ + K	Hop Forward Spin Kick
G + P + K	Head Butt
↓ + G + P + K	Palm Smash
↓↘ + P	Elbow Smash
↓ + P, ↓ + P, ↓ + P	Uppercut Combo (must be timed right)

Kids Akira

Origin — *VF Kids*

The only difference in the Kids Akira from his original appearance on the Saturn is the generous addition of some *Virtua Fighter 3* moves. Playing little Akira can be tough against the full size characters of *VF* and *Vipers*, but sometimes his tiny stature works to his advantage.



Flying Kick Combo — Elbow Strike

Kids Akira - Basic Moves

P, K	Punch Kick Combo
↓ + K, ↓ + K	Flying Kick Combo
↓ + K	Hop Kick
↓ + K	Hop Forward Kick
↓↘ + K, K	Double Kick
↓ + P	Elbow Strike
P + G (from the side)	Elbow Throw
↓↘ + P	Lunging Elbow
↓ + P + G	Trip and Punch Combo
↓↘ + P	Palm Attack

Deku

Origin — UNKNOWN

He looks like a *Sonic: The Fighters* character, but he plays more like Sanman of *Fighting Vipers*. Though his giant pepper-shaped body denies him the fluid motions of Janet or the lighting fast reactions of Pai, Deku is at very least an extremely funny looking character. And if his original appearance isn't funny enough, you can always knock off his hat to reveal the rubber duck that's stuck to the top of his head.



Bowling Throw (Sanman Style) — Knee Strike

Deku - Basic Moves

P + G	Bowling Throw (Sanman Style)
P + G	Wall Smash (near a wall)
↓ + K	Mid Level Kick (Jeffrey Style)
↓ + K	Ground Stomp
↓ + K	Hop Spin Kick
↓ + K	Hop Forward Spin Kick
↓↘ + K	Knee Strike
↓ + K	Back Flop Kick
↓ + P	Overhand Smash
↓ + P	Belly Flop

Bark

Origin — *Sonic: The Fighters*

Another excellent character taken from the *Sonic: The Fighters* arcade game, Bark has some unusual and extremely effective moves under his belt. A bit slower and more simplistic than most of the *Vipers* and *VF* characters, Bark makes up the difference with his crushing hand clapping moves and oversized paws. Even in his Santa suit, Bark manages to do some damage.



Punch Combo | Mid/Low Punch Combo

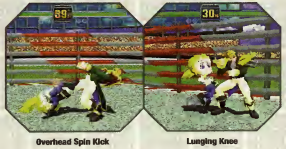
Bark - Basic Moves

P, P	Punch Combo
P, P, ✪ + P	Punch Combo with Overhand Smash
✪✪ + P	Hand Clap
✪✪ + P	Power Punch
✪ + P, P	Mid/Low Punch Combo
✪ + P	Lunging Twist Punch
K	Rising Kick
✪ + K	Ground Stomp
✪ + P + K	Belly Attack
P + K	Spin Attack

Kids Sarah

Origin — *VF Kids*

Much like Kids Akira, Sarah plays exactly the same as she did in *VF Kids*, except for the addition of *VF 3* moves. By using her new turn around kicks and flip moves, Kids Sarah can be pretty effective, but her tiny size is still a tough challenge to overcome.



Overhead Spin Kick | Lunging Knee

Kids Sarah - Basic Moves

✪ + K, K	Illusion Kick
✪ + K + G	Side Hook Kick
✪ + P	Sway Smash
✪ + K	Jackknife Kick
✪ + K	Somersault Kick
P, P, P, ✪ + K	Punch Combo with Rising Kick
✪ + K	Round Kick
✪✪ + K	Lunging Knee
✪✪ + K	Rising Knee
P, ✪ + K	Punch/Sidekick combo
✪ + K + G	Overhead Spin Kick
✪✪ + K	Forward Somersault Kick

Siba

Origin — Original *VF* character cut from the first game

Originally planned to appear in the *Virtua Fighter* series, Siba was cut from the line-up before he could ever see the light of day. Several years later, Siba is back and finds himself a worthy competitor among even the greatest *VF* and *Vipers* characters. Of course, a big part of his effectiveness comes from the fact that he uses a giant Arabian sword. For those familiar with the *Tekken* series, Siba compares most directly to Yoshimitsu. Also important to remember is Siba's effective uppercut.



Sword Strike | Hop Spin Kick

Siba - Basic Moves

✪✪ + P	Sword Strike
✪✪ + P	Sword Lunge
✪ + P, ✪ + P, ✪ + P	Uppercut Combo (must be timed right)
P + G (from the side)	Face Smash
✪ + P	Ground Sword Jab
P + K	Twisting Punch
✪ + K	Ground Kick
✪ + P	Elbow Strike
✪ + K	Hop Spin Kick
✪ + K	Hop Forward Spin Kick

C&C: RED ALERT

VIRGIN ● PC

The Keys To World Domination

During the short time *Red Alert* has been on sale, it has already become one of the best selling games of 1996/1997. Mini dictators from all over the world have been competing for world domination in their homes and on the Internet. Here are a few tips that will help you stay one step ahead of them.



1 Allied forces should completely cover their bases in gap generators. Enemies can't hit what they can't see. 2 Use helicopters or MIGs to airstrike everything that can't fight back. 3 Your primary target at all times should be the enemy construction yard. With that out of the way, they generally can't rebuild anything else you destroy. 4 Allied naval power is nearly unstoppable. Use it whenever possible.

Use a force of mixed units

Sending in 50 medium tanks is not as effective as attacking with 30 medium tanks, ten flame-thrower infantry and ten V2 missile units. Likewise, Soviets should mix heavy tanks and mammoth tanks. While mammoths can take loads of damage, and dish it out, they reload too slowly to be put out alone. By adding one heavy tank for every two mammoths, your attack force will be far more effective.

Early victory technique

Most players (and the computer) will build up in a general way and not towards any particular end. You should be developing your base to achieve a particular unit early in the game. Allies should build a barracks, and research center as soon as they can, so that a Tanya may be built. Put the Tanya in an APC with a medic and run the APC into your opponent's base (which should not have many defenses other than a few tanks . Your primary target should be his construction yard, followed by his war factories. Soviets should work on building at least five airports with MIGs. Send the MIGs as a group to take out his construction yard. Remember, without a construction yard, a player is just about finished in the long term. If you're successful, your opponent is likely to utter some extremely loud profanities.

Tanya attacks

While you hate them in your base, your Tanyas running around in an enemy base is one of the greatest joys of the game. Never send in a Tanya by itself. Always place at least two Tans in an APC (Allies) or a Chinook (Soviets). Once you've broken past the perimeter of the base, most players don't have any defenses. Head 'em out and light 'em up.

Build multiple ore refineries

Each ore refinery can only accommodate three ore trucks. You should have at least two refineries to try and grab as much of your share of ore before it's gone. The faster ore acquisition rate will also allow you to build more units, giving you another edge on your opponent.

Have a power surplus at all times

You've spent a lot of ore putting up tesla coils and gap generators. If an attack should come, you need to have a power surplus to keep them active in the event your attacker has the opportunity to take out one or two of your power stations.

Build a service bay

It sounds silly, but a lot of people don't use the service bays. It's considerably cheaper to fix a unit than to buy a new one. In a multi-player game, your allies can use your service bay. It costs you money, but it can help your cause.

Utilize Allied naval power

The Allies have a massive advantage from a naval perspective. Cruisers can fire nearly the length of a screen and do massive damage. Two or three of them will be able to take out an enemy Soviet base with little or no resistance. If the mission is primarily land based, don't be afraid to build them in a lake, and chronoshift them to new positions as needed. Imagine your opponent's shock as he nears a lake and is bombarded by artillery fire from miles away.

Tanya-proof your base

There is nothing more potentially devastating than having a Tanya running freely from building to building within your base. There are a few simple precautions that can reduce, or even eliminate the damage she can do. For the Soviets, build at least two to three tesla coils around the perimeter of your base. For the allies, build camouflaged pill boxes around the perimeter and even at random points inside your base. Both measures will cut Tanya down quickly.

Utilize Soviet air power

Russian MIGs are a devastatingly effective way to annoy your opponent. Anytime you see any unit by itself, or without rocket support, air strike it. This action will force your opponent to stay within the confines of his base, allowing you free range over the rest of the board. MIGs are fast and fairly powerful when sent in groups of four or more.

Attack ore trucks

They're big, they're slow and they are your opponent's financial life line. If you take them out, you can fight a war of attrition. A good way to eliminate them is with MIGs or helicopters. If your opponent starts to defend his trucks, that's great. He's spreading his forces even thinner.



1 Soviet tesla coils are the key to stopping Tanyas and even naval units in confined channels. 2 Soviets should use Chinooks to airlift Tanyas into an enemy base relatively safely. 3 Soviet airpower is far superior to the Allies helicopters. Use it to take out stationary targets, such as buildings and non-moving naval units.

Here are some good tips for multi-player victory...

Concentrate on single enemy

Rather than making assaults on all of your opponents at once, focus on putting a single player out of the game. By eliminating one player, you will dramatically increase your odds of victory.

Build a common base

It is easier to defend two people in one base, than two people in two bases. After the game has begun, figure out what corners yourself and your allies are in. One of you should set up a base where you are, while the other should migrate to that location.

Be opposite sides

One player should be Soviet and the other should be Allied. At some later point, each player should send an MPV to his ally's base and set it up. Your ally will then attack the construction yard and take it over with an engineer. In this way, you will both have access to both Allied and Soviet units. It's nice having gap generators as well as tesla coils.

Split the roles

One player should be responsible for building nothing but tanks. The other player should focus on air and naval power. By splitting the load, you will be more efficient in your attacks.

SOVIET STRIKE

ELECTRONIC ARTS ● PLAYSTATION, SATURN

Dracula Strike Walk Through



Note: The following instructions are based on using the Chase Camera mode and uses the compass bearing at the top of the screen.

Rescue a STRIKE Agent

At the start of the mission, two BM-21 missile launchers and two ZSUs will attack your Homebase. As soon as the game screen comes up, take off and face southeast. Fly forward a little, and when the BM-21 comes into view, fire a Hellfire missile at it. Then, jink left and face the dirt road that leads to the Homebase, and fly towards the southwest corner to the two lines of trees heading south. A ZSU will approach the Homebase area from that direction. Shoot a wingtip at it. Then, turn to the northwest corner of the Homebase area and a second ZSU will approach from that area. Destroy it with a wingtip missile also.

Prepare the Salt Mines

The Salt Mine is a rectangular area in the northwestern area of the map. This area has a central pit. The scientists being held at the Sanitarium need to prepare the area for the reactor. They are the white coated figures running about from some buildings. Pick a total of 11 of these up and drop them off at the Salt Mine Landing Zone. The Salt Mine is not without defenders. Three Gaskins will appear from the west, and three more BTR-70s will appear when the second group of scientists is dropped off. Destroy all these vehicles to keep them from killing the scientists.

Next, fly east and cross the river. By the side of the road is a house and a radar dish. The radar dish is the center of an Alert Zone. Destroy this first. Then, fire several Hydra missiles at the house. You will see a figure run out. This is the Sanitarium Commander. Winch him up and he will tell you where the Sanitarium is and where Ivan can be found. Follow the Super Multi-Functional Display Map to find the STRIKE Agent. He is located in the Sanitarium, which is to the northeast of the radar. These buildings are protected by BRDM-3 missile launchers, two Gaskins, a BM-21, as well as many enemy troops and guard towers. It is a good idea to clear all defenders before rescuing Ivan; besides saving yourself from attacks, he could get killed in the crossfire. Return to the Game Screen and destroy the buildings to find Ivan.

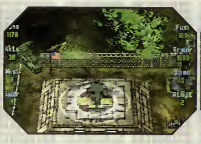
Raise the Reactor Core

The Nuclear Power Reactor is located in the southeastern corner of the map. Fly south to the Reactor. The Reactor is protected by a Power Plant to the south that powers an Alert Zone. Destroy the Power Plant, then destroy the defenses around the reactor. You may want to destroy the three bridges to the east and north of the reactor; this will help in the seventh mission on this level. Fire on the dome on top of the Reactor to widen the Crack. Once opened, a Landing Zone will appear at the base of the Reactor. Drop off Ivan to raise the core.

Airlift Core to Mines

Once the core appears, pick up Ivan and then pick up the core and return to the Salt Mine. A Special Landing Zone will appear for the core. Hover over the Special Landing Zone to drop off the Reactor.







Counter SCUD Threat

The SCUD Commander will be able to tell you where to find the hidden SCUDs. He is located in the village at the center of the map. The village is at the crossroads. The Commander looks like a regular enemy soldier, so don't shoot everyone. He can be found in a BTR-70 near the Church. Once he is winched up, look in the Super Multi Functional Display Map to see where the SCUDs are.

The SCUDs can be found in the northern corner of the map, around the crossroads of the five roads. They are hidden in the Grain Storage Silos. Shoot the silos to unveil the SCUDS, then destroy them. Be careful not to destroy any of the cornfields around the silos. They contain enemies.

Airlift Amad to help UN

In the Super Multi-Functional Display Map, the UN troops can be found in the western side of the map in the lower portion of the map. A Landing Zone is there to receive Amad. Return to the game screen and fly south from the Salt Mines and drop off Amad there. Once he is on the ground, you will have to help him fight off the T-80s attacking him. Destroy the tanks directly in front of the UN troops.

Destroy Vila's Brigade

Vila has two groups of tanks moving from the southwestern corner of the map. One group of tanks heads north to retake the Salt Mines. The second group is moving east to take over the Nuclear Reactor. Both of these groups will move past and destroy a designated Landing Zone each. At least one group must be prevented from doing this. One group of tanks is moving north past the UN line of troops. Attack and destroy this group of tanks.

PlayStation Level Codes!



Here are the Level Codes for the PlayStation version of *Soviet Strike*. Unfortunately, the Level Codes for the Saturn version of *Soviet Strike* were not available at press time. Saturn owners: stay tuned for the Saturn Level Codes in a future issue of *ULTRA Game Players*.

Level 1 - WORSTCASE Level 2 - GRANDTHEFT Level 3 - GROZNEY
Level 4 - CHERNOBYL Level 5 - CIVILWAR

Evacuate UN Forces

Find the UN. These friendly forces have now been encircled by a group of four BM-21s on the hill near the center of the map. Fly to this region and circle around to the south. Attack the enemy vehicles from the south. Take them out and, once the enemy has been destroyed, winch up the UN troops and drop them off at the Landing Zone by flying straight east. Continue picking up these troops until a mission complete message appears.

Dispatch Vila

Vila, one of the villains in this campaign, is now heading to the Cemetery in the northern edge of the map. She is leading a convoy of several T-80 tanks, several ZSUs, and a Straight Flush. Attack this convoy from the south, taking out the Straight Flush vehicle first. Continue attacking up the convoy until you reach Vila. Let her drive into the Cemetery and park underneath the monument. Fire your missiles on the monument. This will blow off a chunk of the monument, which will impale her tank, finishing her off. Return to your Homebase and land to complete Dracula Strike.

Call in Tomahawk Strike

To call in the Tomahawk strike, a laser designator is required to paint the target with a laser. This can be found at the airfield on the east side of the river. This site is protected by an Alert Zone from a radar dish on the west side of the river. From the Salt Mines, fly southeast to the airfield. First, destroy the radar dish to eliminate the Alert Zone. Be careful of the two Ganefs that protect it; they do a lot of damage. Then, fly east across the river to the airfield. At the crossing of two dirt runways is a Landing Zone and two oil tanks, a box, and a tower. Drop off Ivan at the Landing Zone. He will release the box to free the designator. Look out for an attack by a ZSU from the northeast. Pick up Ivan first, then winch up the designator, and return to the Salt Mine. There will be two Landing Zones. The one to the west is for the designator. Hover over this while Ivan lowers the designator, then drop off Ivan.

While Ivan is working with the designator, you need to rescue at least seven of the scientists. Pick up a group of six scientists, and refer to your Super Multi-Functional Display. Look in the ASSETS: LZ for your nearest Landing Zone. There will be one south of the Salt Mine. Return to the game screen and fly straight there to drop off the scientists in your chopper and return to the Salt Mine. Once there, pick up two scientists and Ivan. Fly south to the Landing Zone to drop off the scientists and return to the Salt Mine. This time, stay outside the rectangular border around the Salt Mine and watch the fireworks.

NETWORK

PLUG IN



CHRIS MIKE BILL PATRICK ROGER

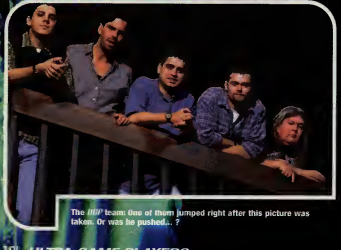
WELCOME TO NETWORK

Welcome to this month's Network! This is where you can all get up close and personal with the staff of your favorite videogame mag.

We've got letters that run the gaming gamut from Congressional censorship to the Muu Muu song.

If you have any compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below.

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005



The *UGP* team: One of them jumped right after this picture was taken. Or was he pushed... ?

Rock the vote

I just can't believe how moronic some of our senators are. I opened the Dec. 6 copy of USA Today and what do I find? A Senator's "no-no" list of violent video games. Who exactly do these people think they are? (That means you, Senator Lieberman and Senator Kohl.) Just look at their list, which so happens to include *VF2*, *Fighting Vipers*, *Quake* and *Duke Nukem*. I think what they're really trying to do is keep us from some of the best gaming of our lives and enjoying slapping the constitution in our faces while doing it. Well, I guess that is enough ranting and raving for one day. Have a nice day.
Wally
Buchanan, MI

<<<PATRICK>>> *Wally, how encouraging it is to see that the youth of today have not forgotten about the freedom that makes this country great. The freedom to play violent videogames is at the very heart of our country's success. I mean, what's next, no more pit bull fighting in the streets? No more guns in school? No more pain killer drugs in professional sports? OK, the point is, I agree with you whole-heartedly. I'm just too apathetic to help take your cause to the next level, so I thought I might try to mock it instead.*

Singing my song

I just beat *Jumping Flash! 2* this morning and heard the strange ending song about Muu Muus, but there is one small problem. You see, except for the constant screaming of the word 'Muu Muu!', the whole thing is in Japanese. I don't know Japanese. I'm sure you don't, but do you have any translations?

P.S. Although the stupidity of typing a letter and then not e-mailing it may be astonishing, it's because my friends, family, and teachers all disapprove of my handwriting.
David Cabrera
Richmond Hill, NY

<<<BILL>>> *Well, Dave, you don't mind if I answer your letter completely backwards, do you? I didn't think so. First of all, I'm not really amazed at your stupidity at all. Hey, remember what magazine this is? Anyway, let's move on to the really important part of your letter — the translation of the Muu Muu song. Even though I don't speak any Japanese, it was easy to figure out:*

THE BALLAD OF THE MUU MUU
Even though we look like water towers,
And our white skins burn in the sun,



Shooting old men with guns is why Congress doesn't like *Quake*, Wally.



Now Dave knows why Muu Muus are always first in line at the Big Burger!

We have angst! We have angst!
Only the cows know our name.
Damn their leather hides eternally.
They never stop their name-calling!
We hate all you cows!

Pretty cool, huh, Dave?

Special gamers

I would first like to congratulate you on a wonderful magazine. I have only one complaint. With the old ***GP***, you had the strategy in one area and the codes in another. This gave you about 16 'help' pages per magazine. With the new ***UGP***, you put the strategy and the codes together, giving you about seven pages of help. I hope you see where I'm coming from. Some of us gamers aren't great players, and we use these pages to get past parts that we wouldn't be able to get past otherwise. Help those of us less talented gamers and give us the nine 'help' pages you took away from us.
A.J. Heston
Mishawaka, IN

<<<ROGER>>> *We give and give, and you take and take, but it's never enough, is it, A.J.? The fact is there's a*

CHECK US OUT ONLINE!

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MIKE: mike_salmon@qm.imagine-inc.com

hot, sweaty wrestling match each month here in the ***UGP*** *offices for pages to be used for news, features, previews, reviews, codes, and strategies – we do our best to bring you the best balance of games coverage. Check out the 20 page Codes/Strats section in our Holiday issue and the 20 pages in this issue. Is that enough for you, A.J.?*

Jock talk

In the Holiday '96 issue, I think that *Pennant Race* should have gotten a 8.5 and *Triple Play '97* a 7.2. Why? Because *Pennant Race* has smooth animation, a nice announcer and really gives you the feeling that you are at the ball park on a warm summer day. In the magazine Mike says, 'The stadiums are all here, but they don't look near as nice as *Triple Play '97* or *WSB II*.' Just my opinion, but *TP '97*'s stadiums looked too big and inaccurate (Yankee Stadium). While *Pennant Race*'s had advertisements on the walls, *Triple Play* had EA Sports logos all over the place. Even though *Pennant Race* has cartoony graphics, they actually look like American players, unlike *Triple Play*'s, where the players look awkward and a little like Japanese players. Thank you for your time and patience.

James Sutton
Bernardville, NJ

<<<MIKE>>> I'm sorry you disagree with me, because that can mean only one thing — you are completely wrong! MLB Pennant *does have cartoony graphics as you pointed out, but I'd like to know which American baseball player looks anything like the funky shaped players in this game? The answer is none. The players bodies are super deformed and if they were real people, they would likely have trouble walking, much less playing baseball. As for the stadiums, I appreciate having the real ads and such, but the 3D in* Pennant Race *isn't much better than* World Series Baseball '95 *for the Genesis, while* WSB II *and* Triple Play '97 *both give a real feeling of depth. I'm very happy that you like* Pennant Race, *but being the only baseball game you own doesn't automatically make it the best baseball game.*

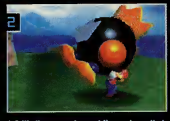
Playing favorites

I think you are unfairly comparing the Nintendo 64 to the Playstation and the Saturn. I also don't think you guys reviewed *Mario 64* fairly. Sure, it is a pretty cool game, but it is also the first real 64-bit game that the gaming world has seen and I think Chris was way too excited when he reviewed it and gave it a 10. Besides, I thought you guys didn't give 10s. And one more thing, you guys said in issue 91, and I quote, 'Since the N64 is obviously the best machine on the market,' what ever happened to the, 'we'll never say what the best machine is, that would completely destroy the whole purpose of this mag,' crap?

Justin Pare
Whitecourt, AB, Canada

<<<CHRIS>>> For the record, we never picked the N64 as our favorite. The quote you are referring to was part of a question that might be asked by an N64 fan, who would consider the N64 the top choice (I know it's confusing, just go back and read the 'Life After Mario' story for yourselves). Second of all, it's been a while now and we've seen plenty more 32- and 64-bit games, and I still stand by my review of Mario 64. *The game has great graphics, but what earned a '10' was the perfect gameplay, which is something that is either good or bad regardless of how powerful the system is.*





1-2 It's the gameplay, not the system, that makes a game great, Justin. *Super Mario 64* had a whole bunch of that going for it from the get-go!



Face it, James, you're just gonna have to get yourself a copy of *WSB II*!

The Jaded Gamer



Malicious ramblings from the man who's played it all

It's been about two months since the Super Bowl and, let's face it, I'm beginning to feel a little... twitchy. No, it's not the fact that I'm no longer getting up at six in the morning, firing up the barbecue and pouring that cold, foaming amber liquid on my cornflakes that's bugging me. The plain and simple truth of the matter is — I MISS FOOTBALL! A day without a personal foul (hands to the face — fifteen yards, loss of down) is like a day without sunshine, as far as I'm concerned. Thank God I've got a copy of *NFL Gameday '97!*

This game delivers almost all of the thrills, spills and kills of a real football game. There's just a few things that could have been improved upon (heh, heh, heh, heh)...

For example, let's say that you're playing the Buccaneers (don't laugh... it could happen...) and your friend is playing the Dallas Cowboys. Of course, the score is 35 to 3, in your friend's favor. Why didn't the designers put in the Irvin code? You know, you quickly hit the X button four times, and this little paddy wagon rolls onto the field. Two little cops get out and they drag Mr. Irvin into the van and drive off, after which you quickly run up the score to 35 to 6! Cool, huh? And if you hit the O button after the four X's, a little lawyer comes out at halftime and makes a press statement.

Now, let's say that, like me, you're a Raider fan. You could input the Raider code (down, up, down, down, down) and all kinds of amazing things would happen. Outside the stadium, little Raider fans would pour beer on little Kansas City fans (true story — don't ask), while on the, the Raiders would go through a series of coaches and fail to win a .500 season! Real thrills, huh, gang? There should also be an Al Davis code (Right, Right, Right Al) that results in a halftime diatribe by Fearless Leader himself on any subject that doesn't relate to football in any way.

And let's not forget those all important tactical codes as well! You could use everyone's all time favorite code: the finger code! Here's how you would do it. Take your index finger and start mashing any button as hard as you can ten times. Suddenly, all over the field, those tiny little players would start poking their fingers through their opponent's face masks, resulting in all kinds of agonizing eye injuries! Just like the real deal!

Look, for a lot of years, the NFL has been accused of being the 'No Fun League'. The designers of *NFL Gameday '97* have a real chance to bring back all the big time fun that's been missing from professional football! So how about it, guys? Give us our codes in the *'98* version, or some disgruntled fan just might end up giving you a beer shower! Hey, stranger things have happened!

While the Jaded Gamer has been known to indulge in all manner of barbaric behavior in the parking lot of the Oakland Coliseum, he's never been caught, so, like pass interference, it was all strictly legal, OK?



Unfortunately, Arlene, don't look for *Rocket Dogs* or *Johnny Butane: Flammable Boy* to show up on an N64 anytime in the near future.

Missing the point

In my Spanish book, it says that ducks say, 'Cua!'. Does this mean that if you put an American duck in Spain, the two different ducks can't communicate? But don't get ducks confused with horses, because we all know that they say, 'Nay.' In Spain, they say, 'Uiii!' Yet how can horses here say, 'Nay!' when all the horses in America are descendants of horses that once lived in Spain and other European countries?
The Wicked King Wicker
Westchester, PA

<<<Bill>>> *Why is it that all the people who write in the really strange letters never use their real names? I mean, like we're supposed to believe that Westchester has declared its independence and has elected you king. While the Westchester part could possibly happen (we all know how crazy rich Republicans can be), it is highly unlikely that anyone who doesn't know the difference between a horse and a ducky would be elected Sovereign Ruler. Look here, Wicker, all animals speak the same language. The only difference between the horse and the duck is that the duck has a bill, while the horse doesn't. So while it sounds like they're saying two completely different things, they're not. What they're actually saying is ' Why don't those damn cows lay off the Muu Muus? After all, those poor guys are always getting sunburned!' You got that, Wicker?*

Hot games

Videogame companies all tend to have certain standards about what will or won't go into one of their games. Sega, Nintendo and Sony will not make a game if it's too sexy, violent or just plain sick.

Let's say there's a developer who can make games like *Rocket Dogs*, *Kids World*, or *Sex in the '90's*, (I wish!) which were suggested by readers in your old game ideas section.

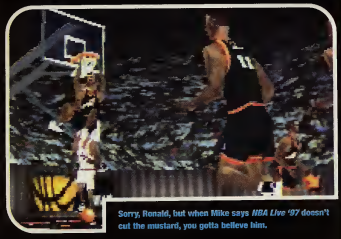
It just so happens that the CDs and cartridges these games are on just happen to fit just fine on Playstations, the Saturn or N64. What I want to know is: could Sony, Nintendo and Sega sue the pants off this developer for making games they wouldn't do, that fit their machines?
Arlene L. Burke
Jamaica, NY

<<<PATRICK>>> *Arlene, my friend, are you from another country or what? We here in America pride ourselves on the ability to sue anyone for anything.*



1 Can anyone besides me think up a Cheerleader code? 2 Notice how the players are all doubled over? Someone must have used the Bad Breakfast Food Code!

http://www.ultragp.com



Sorry, Ronald, but when Mike says *NBA Live '97* doesn't cut the mustard, you gotta believe him.

If I was motivated enough, in fact, I'm sure I could come up with a totally legal reason to sue you right now. The thing is, if you're just making games for your friends and you figure out some way to use one of the aforementioned machines — I doubt anyone would care, but the instant you make your first penny or somehow damage the sales of legitimate software — well, repeat after me: 'Your honor, I didn't know.'

Another whiner

You guys let me down. How did you rate *Live '97* so poorly?? You said it was too slow, and was not much fun. Well, for your information, it plays just like '96 on Genesis, and is almost TOO fast. Even if the game play was poor, wouldn't the vast array of options bring it up? Also, how could you give its innovation and extras a seven? The Genesis version got a 10 in extras, and this has a lot more. Until you raise the rating, COUNT ME OUT. P.S. Please reply and don't be rude.
Ronald Turner
Gardena, California

<<<MIKE>>> *I have been a die hard fan of the* NBA Live *series for several years, but* Live *'97 is not up to standard. The polygonal players can't compare to other games like* In The Zone 2 *and the same slippery control of previous* Lives *is just not acceptable anymore. If you are enjoying the game, then I'm happy for you. Unfortunately, I didn't enjoy* Live *'97 and have no apologies for what I consider to be an accurate score.*

You are correct!

Please tell me my parents are crazy for thinking Mario says 'pickle' instead of 'lets go'. Also, do you know if a *Bomberman* game is coming out for the Nintendo 64 anytime next year?
P.S. I already know that Bill is crazy.
Nate Hartman
Newhall, CA

<<<BILL>>> *Actually, Nate, both you and your parents are wrong — dead wrong! Don't you read the Jaded Gamer column? In the October issue, he explained to all about Mario's ties to the Cosa Nostra. So, he's not saying 'pickle' or 'let's go'. What he's actually saying is 'Tonight Koopa sleeps with the fishes!' Just pay a little more attention to the start of the game and you'll see that's exactly what's going on!*

As far as Bomberman 64 *is concerned, it's true in Japan, but there's no plans for the US. Hopefully it will arrive soon, without those damn kangaroos!*

Fan Site of the month

Home of Virtua Fighter
http://www. vfhome.com

Put together by some of the biggest *Virtua Fighter* fanatics in the world, Home of *Virtua Fighter* is one of the best videogame sites on the web, period. Not only is the site laid out beautifully, but it also sports great creativity, while maintaining a low bandwidth status. Don't like navigating through frames? No problem. Ho*VF* features a frames and non-frames version of its site.

Ho*VF* contains move lists move lists, FAQs, and strategy guides for every character! We're not talking about little strategy guides, we're talking about infinite Lau Chan floating combos!

Wait, there's more. How about QT movies of the *VF* Championships? Or movies of devastating combos? Or screen shots of Akira's Stun Palm of Doom? It's all here. Ho*VF* is a testament to how far fans can go when they set their minds on making the ultimate website!



Ho*VF* asks, 'Who do you want to fight today?'



Every piece of info you could want from *VF3* is here.



Want lots of *VF* pictures? Here's your archive.



Wanna meet fellow *VF* fans from all over the globe? Hit the Guestbook.



Home of *VF* may only be updated a few times a month, but it's still worth a bookmark.

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL and let us check it out for ourselves. If we feel that its creator has gone above and beyond the call of duty, we'll feature the page in a future issue!





Yes, even *Fighters MegaMix* has a place here. This *VF3* section is unbelievable. *VF* heaven? You betcha!

Ask The Industry

Dear Eidos (Core),

I just played *Tomb Raider* on my friend's PlayStation and it was easily as good as *Mario*. Not to mention that Lara Croft is a hell of a lot nicer to look at than plumber boy. With the graphics of the N64, I know that *Tomb Raider 64* would be even better than the PlayStation version. I can already imagine moving around the lovely Lara with the total control of the analog stick. Anyways to my question, will I ever be able to play *Tomb Raider* on my N64 and if so when? If not *Tomb Raider*, does Core have plans to make any other games for the N64? I've got to have it.

You ask the questions, the experts answer.

Software Starved,
Silver Spring, MD

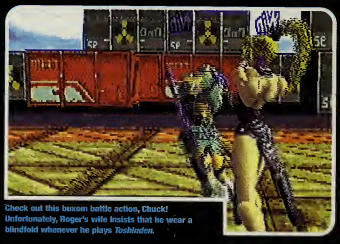
Dear Eidos,

I've been a loyal reader of ***ULTRA GP*** since the days of Mark Higham and every system I've ever owned has been made by Nintendo. For the most part I've been incredibly happy, but in reading the magazine I noticed a game from your company called *Tomb Raider*. The screen shots and review made it sound like the best game ever made. I'm wondering why you made such a killer game for every single system (PC, PlayStation, Saturn) except for the N64. Not everyone that owns an N64 wants cartoony, colorful graphics. As a matter of fact, me and my friends both are dying for *Tomb Raider* on the N64. Why didn't you make the game for the N64? Wouldn't Nintendo let you do it because of the violence? Or do you think Nintendo fans won't like it? I've got to know why I can't have *Tomb Raider* and *Mario* on the same system!

Bryan Witherspoon
Sparks, NV

Eidos' response:

Our official line on N64 development is that we will eventually get into it, but at this point, we are still exploring our options. What most consumers still don't understand is that Nintendo has to say, 'Hey, we want you to develop for us and that hasn't happened yet. We know we have to get into it, but we are still just exploring our options right now. Call Nintendo and push them on it.



Check out this buxom battle action, Chuck! Unfortunately, Roger's wife insists that he wear a blindfold whenever he plays *Toshinden*.

Big and bouncy

Roger, about that 'Babes of Videogames' feature that you mentioned in issue 91... do it, please! You could review and rate all the top gals of gaming. Some suggestions for the contestants: The eternal-favorite Chun Li, the lovely Sakura, the long-legged, pneumatic Lara Croft, the brassiere-busting Sofia, and (my personal 'fave') the buxom, bouncin' beauty, Mai Shiranui. I think that feature would sell a lot of issues! So whaddya say?
Chuck Miller
Baltimore, MD

<<<ROGER>>> *Okay! You talked me into it Chuck! I'll do my part to further the cause of male chauvinism. The only problem is I really don't have any power (just ask my wife). But I'm sure if I dangle a few revealing polygons in front of Herr Slate, he'll come around to my way of thinking. Besides, we're never above doing cheap, exploitative tricks to sell a few more magazines!*

Hard sell

I keep hearing that third party companies are having trouble keeping up with rising development costs. Here's my solution — advertise! Just think of it: Sonic the Hedgehog wearing Nike! Mario wears Tommy Hilfinger! Crash Bandicoot sporting Levis! Throw in a few billboards for Coke or McDonald's in your background, and there you have it — instant funding! Videogame prices will drop! Commercial companies would have a new audience! My God, it will be beautiful! Just remember who thought of it.
T-Wiz
Sylvania, GA

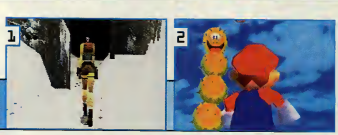
<<<CHRIS>>> *Sorry, but game makers beat you to the punch years ago. You can see ad spots in many games, especially sports titles. I doubt that we'll ever see the big time mascots selling anything, though.*



There's more ads in some sports games than there are in your Wednesday newspaper, T-Wiz!

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.



1-2 Lara Croft and Mario as console mates? It could happen, if Nintendo gives Eidos the go ahead!

http://www.ultragp.com

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Death Crusader	Call
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John Madden NFL '97	$56/45
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Math Blester	$46/19
Maximum Camage	$61/14
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Mortal Kombat	$34/11
Mortal Kombat 2	$37/16
Mortal Kombat 3	$66/35
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NBA Hangtime	$66/50
NBA Jam	$34/15
NBA Jam T.E.	$67/28
NBA Live'95	$31/19
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SNES

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D	$58/28
Doom	$54/22
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Mortal Kombet 2	$32/20
Mortal Kombat 3	$66/40
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NBA Action '95	$54/18
NBA Hangtime	$66/55
NBA Jam	$34/15
NBA Live '95	$33/20
NBA Live '97	$58/42
NFL 95	$54/12
NFL Duarterback Club '96	$52/18
NHL '97	$56/42
NHL 94	$31/12
NHLPA Hockey 93	$31/7
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Playstation
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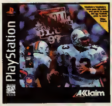
Alien Trilogy
SATURN
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Crash Bandicoot
PLAYSTATION
$51



Nights: Into Dreams
SATURN
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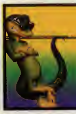


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We Hit The Road

Next month, we start things off with a trip to Core's world headquarters in jolly olde England. We're bringing back the latest dirt on all of its top new projects, like *Mayu*, a 3D action game; an unnamed killer new fighting/action game, and maybe even a little something called... ***TOMB RAIDER 2!***

Then it's back stateside for a quick flight over to Seattle. We're stopping in on Boss games to see how *Top Gear Rally* is coming for N64, as well as its PlayStation titles, like *Kiri Team*. And while we're in the neighborhood, we'll stick our head in the door at Nintendo and see what's hopping over there.

So be sure to be back here in thirty, when we attempt to answer the really important questions, like 'how many more polygons will Lara Croft have in the sequel, and exactly where will they be going?'

Issue 96 on sale March 25th!

Post Office Notice: Statement of Ownership, Management and Circulation for Periodicals class privileges as required by 39 USC3685. 1. Title of Publication: Ultra Game Players 2. Publication No. 1091-1685 3. Date of Filing: 12/13/96 4. Frequency of Issue: Monthly except semi-monthly in December 5. No of issues published annually: 13 6. Annual subscription price $ 33.95 7. Complete mailing address of known office of publication: 150 North Hill Dr, Brisbane, CA 94005 8/9. Complete address of the headquarters of general business offices or the publisher, editor and managing editor. Publisher: Jonathan Simpson-Bint, 150 North Hill Dr, Brisbane, CA 94005. Editor: Chris Slate, 150 North Hill Dr, Brisbane, CA 94005 Managing Editor/Bill Donohue. 10. Owner: New Millennium Publishing, Inc., 150 North Hill Dr, Brisbane, CA 94005 11/12 N/A 13. Publication name: Ultra Game Players 14 Issue date for circulation data below: December 1996 15 Extent and nature of circulation given in this order: number of average copies each issue during preceding 12 months followed by actual number of issues published nearest filing date. A. Total no. of copies 391,671 431,675 B. Paid and/or requested circulation 1. Sales through dealers and carriers, street vendors and counter sales: 74,204 97,845 2. Mail subscription 116,053 192,958 C. Total Paid and/or Requested Circulation 192,347 202,803 D. Free Distribution By Mail 1,045 2,500 E. Free Distribution Outside the Mail 348 0 F. Total Free Distribution 1,392 2,500 G. Total distribution 193,739 205,695 H. Copies not distributed 1. Office use, left over, unaccounted, spoiled after 1,503 770 2. returns from News Agents 196,439 226,282 Total 391,671 431,675 16. Publication Statement of Ownership 17. I certify that the statements made by me above are correct and complete. Terri Valentino, VP/Operations & CFO

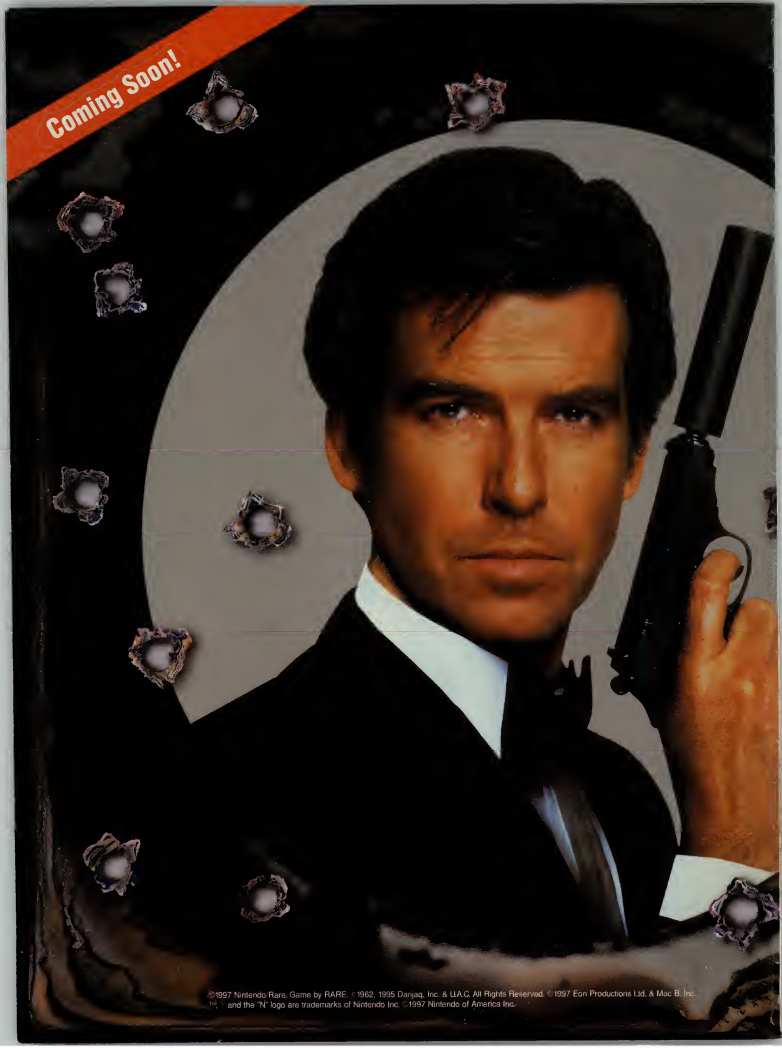
Published in the United States of America: ***ULTRA GAME PLAYERS*** (ISSN 1091-1685) (USPS 006-037) is published monthly except semi-monthly in December by Imagine Publishing, Inc.; 150 North Hill Drive, Brisbane, CA. 94005. Periodicals postage paid in Brisbane, CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (13 issues) U.S. $30.95. Canada: $49.95. Canadian price includes postage and GST (GST #129220988) CPC Int'l Pub Mail #0781142. Outside the U.S. and Canada, add $2 per issue. **POSTMASTER:** Send address changes to ***ULTRA GAME PLAYERS***, P.O. Box 50117, Boulder, Co. 80328-0117. Entire contents copyright 1996, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or in part without permission is strictly prohibited. — Imagine Publishing, Inc. is not affiliated with the companies or products covered in ***ULTRA GAME PLAYERS***.

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